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elcome to another fun-filled, action-packed issue of TIPS & TRICKS, the number-one video game tips magazine. How do we know we're number one? Why, just look at

all of the goodies we've got lined up for you this month!

8
10
60
96
110
112

a randa	Gauntlet Legends	14
	by Jason Wilson	
	Brave Fencer Musashi	20
	by Ara Shirinian	

Twisted Metal III by Pat Reynolds

Penny Racers by Geoff Arnold

Destrega by Ara Shirinian

Tomb Raider III (Part 2) by Anatole Brown

Bust-A-Move 4 by Pat Reynolds

The Legend of Zelda: Ocarina of Time (Part 2) by Tyrone Rodriguez

	Nintendo 64	70
4	PlayStation	78
	Saturn	92

Arcade



🚺 Game Shark

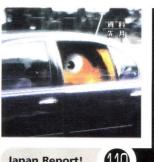
60 **Select Games**



58

100









FEBRUARY 1999

ON THE COVER:

Your retro-gaming dreams come true in glorious 3-D as four-player cooperative play returns to the arcades in a big way! Gauntlet Legends ©1998 Atari Games Corporation. All rights reserved.



On the dance floor, nobody knows me until I say, "Hi, I'm Kelly." -Kelly, Bust-A-Groove



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Power Up!





TIPS & TRICKS' Editor in Chief Chris Bieniek likes the simple things in life: ramen, the Three Stooges, beef jerky and falling asleep in front of the TV. The first concert he ever saw was a five-band festival in old Comiskey Park featuring Rush, Foghat, Southside Johnny, Roadmaster and the Tubes

Current Favorite Games: Bust-A-Groove, Irritating Stick, Blitz 99, CarnEvil



"You think you've private lives?" asks Jim Loftus; "Think nothing of the kind." There is no true escape; Jim's watching all the time. He's made of metal...his circuits gleam. Jim is perpetual; he keeps the country clean. The first concert he will admit to seeing was a Kiss show at the Cleveland Coliseum.

Current Favorite Games: Guardian's Crusade, The Legend of Zelda: The Ocarina of Time, Densha De GO!, Street Fighter Alpha 3



Señor Editor Tyrone Rodriguez had been playing CarnEvil while waiting for The House of the Dead 2 to arrive in California, but was forced to stop because his high-speed fire/reload technique was causing onlookers to go into convulsions from the flashing screen. His first live concert was a Cause & Effect show at the Hollywood Palladium. Current Favorite Games: The House of the Dead 2, Knight and Baby, Ridge Racer Type 4, Super Godzilla



Associate Editor Anatole Brown is ordinarily the happiest, friendliest member of the TIPS & TRICKS editorial staff...but when the pressures of our monthly deadlines get to him, he curses and throws things around the office just like Tyrone on a typical day. The first concert he ever attended was a Rainbow show at the Tokyo Budokan.

Current Favorite Games: Ridge Racer Type 4, Silent Hill, A Bug's Life, Street Sk8er



Associate Editor Jason Wilson has spent the past few months teaching his Furby to pronounce the names of all his old XBand opponents. When he's hungry, he stands in the middle of the office and rubs his stomach to let everyone else know it's time to eat. Jason's first concert was a Poison show at the Miami Arena; Tesla was the opening act. Current Favorite Games: Street Fighter Alpha 3, Beatmania, R-Type Delta, Irritating Stick



TIPS & TRICKS Art Director lone Flores has a window office that overlooks one of the busiest intersections in Beverly Hills. Unfortunately, the brutally bright afternoon sunlight makes it difficult for her to watch out for jaywalkers and fender-benders. The first live band she ever saw was Depeche Mode at the Rose Bowl in Pasadena. Current Favorite Games: NFL Blitz, Crash Bandicoot: Warped, Hot Shots Golf, Bust-A-Groove



Ara Shirinian is a student of the more esoteric aspects of video-game design; that said, it's surprising to learn that he never uses the analog buttons on his NegCon controller. Not a particularly nostalgic person, he thinks that his first concert was a They Might Be Giants show at "some university down in D.C."

Current Favorite Games: Ridge Racer Type 4, The Legend of Zelda: The Ocarina of Time, R-Type Delta, Grid Runner



With a purple umbrella and a fifty-cent hat, contributor Pat Reynolds has all he needs to face off against the deep thinkers who continue to argue about whether the new millennium begins in the year 2000 or the year 2001. His first-ever concert experience was a Weird Al Yankovic show at the Eastbrook in Grand Rapids, Michigan. **Current Favorite Games: Saturn Bomberman, Turok 2: Seeds of** Evil, The Legend of Zelda: The Ocarina of Time, Mega Man X4



While working on this issue's Penny Racers strategy guide, Geoff Arnold found the time to serve a four-month tour of duty in the Middle East as a member of the United States Air Force. We were not able to contact him to find out about first concert he ever saw, but we do know that his dad's in a band called Ghost Train out of Arizona. Current Favorite Games: Street Fighter III: 2nd Impact, Street Fighter Alpha 3, The Legend of Zelda: The Ocarina of Time

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Got an interesting question or funny photo for the *T&T* staff? Send your tips, tricks and queries to:

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8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211
We can't respond to individual letters, mainly because it takes way too long to read all of yours.

THE SURVEY SAYS...

We are doing a survey to find out what the 6th grade's favorite gaming magazine is. We are sending you the results of the survey so you can see which is the most popular magazine. Our recommendation to your company is that you make some commercials to tell people about your magazine. We suggest you pick a character from a game and have him or her give out your address and tell people to subscribe. We hope that this information will help you and your company improve your sales.

—Justin Hinojoza Victor Wang Tomas Ortega Cesar Chavez Middle School Union City, CA

Wow! [This letter included a package of graphs and pie charts with detailed breakdowns of how the Cesar Chavez 6th grade class feels about the various video game magazines.] We are very grateful for the information; we're flattered that TIPS & TRICKS is so popular in Union City! Thanks very much for all of your hard work. We decided to publish some of the results of your survey so the whole world could see how your schoolmates responded:

• In the category of "Favorite Gaming Magazine", 30.5% of the survey participants chose "none"...but the remainder of students picked the following:
Nintendo Power—25.4%

GamePro—23.4%
Tips & Tricks—15.2%
Game Informer—3.0%
EGM—1.5%
Game Fan—0.5%
EGM2—0.5%

- Of the students who picked TIPS & TRICKS as their favorite gaming magazine, 86.7% were boys and 13.3% were girls.
- If we're reading these charts correctly, the only gaming magazines that girls read at all are Nintendo Power, Tips & Tricks and GamePro! What's up with that?

We like your idea about making commercials to tell people about TIPS & TRICKS; if we could pick any video-game character to represent us, we think it would be cool to use Mr. Tip from Hasbro's Glover! However, not even Mr. Tip can do what you three kids have done; namely, you've reminded us how cool it is that there are real people out there who really enjoy reading TIPS & TRICKS magazine. Thanks for making our day!

TURNING THE TABLES

I just picked up your January issue, and I must say that I was impressed with the cover. But there's one thing I don't understand: Why is Lara Croft scratching on a turntable? I've played through most of *Tomb Raider III* and I'm pretty sure she doesn't do this at any point during the game. Is there some kind of top-secret M.C. Lara DJ code that you're not telling us about?

—Jared Carlisle Carrollton, TX

No way, Jared! We just thought it was a cool picture that also fit in with our Bust-A-Groove coverage; there's no hidden meaning. We're very proud of that issue, though. We just might be the first magazine to put Lara Croft on the cover without showing off her body or having her shooting guns. How's that for "politically correct?"

NO HEDGEHOGS ALLOWED

I'm a big fan of Sonic the Hedgehog with an interesting question for the TIPS & TRICKS staff. Sega is really well known for its arcade games, right? Why don't they make a Sonic the Hedgehog game for the arcade? Me and my friends are getting tired of fighting games; we think a Sonic arcade game would be awesome! What do you think?

—Steven Wichter Hot Springs, AR

Believe it or not, Sonic has been the star of several different arcade games in Japan. Unfortunately, they are all very difficult to find in North America, since they were never officially re-



leased here. The first was simply titled SegaSonic the Hedgehog; it was a unique three-player action game with an isometric perspective similar to that of Sonic 3-D Blast. It was also very unique because you moved Sonic and his pals Ray and Mighty (a squirrel and armadillo, respectively) with trackball controllers instead of joysticks. More recently, Sonic the Fighters featured polygonal versions of Sonic, Tails, Knuckles, Dr. Robotnik and others in a one-on-one fighting game with wacky special attacks and a super-crazy musical score.

There may be other Sonic coin-ops that we don't know about. Check out the photo above; it shows a Sonic arcade game in the shape of a funny police car! Little kids can sit in the car and play a cool car-chase game in which Policeman Sonic has to track down Dr. Robotnik and bring him to justice. This is one of our personal favorites; if you ever get a chance to see it, you've gotta check it out.

TOKEN OF THE MONTH



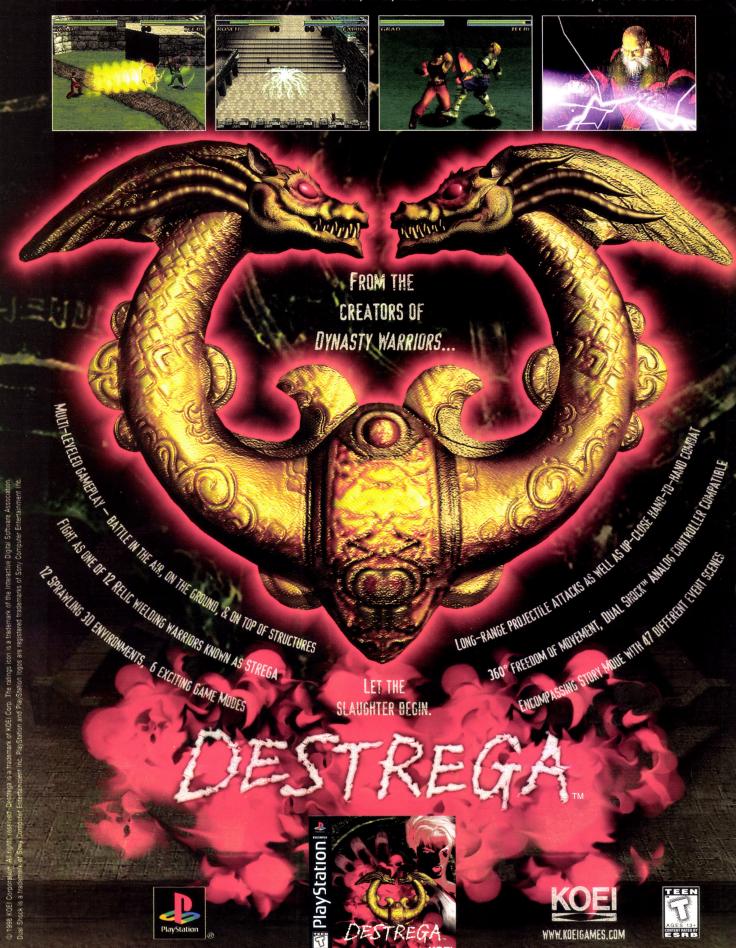
This month's token comes from Sports-world Amusement Park in Paramus, NJ; it was sent in by Ernie Martinez, Jr, who lives hundreds of miles away in San Juan, TX. Thanks, Ernie!

Back

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

LONG AGO, A SMALL COUNTRY WAS BESTOWED MYSTICAL OBJECTS PUSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...





DUKE VS. DOOM: THE REMATCH

I would like to say that I really enjoy reading your magazine. I have two issues to discuss. First, a comment on your response to a letter by Nat Ward in your December 1998 issue. You said that Duke Nukem would win in a fight against the marine from Doom. I do agree with you wholeheartedly, but you were wrong when you said that the marine "doesn't even have a name." His name is Corporal Flynn Taggart of Fox Company, 15th Light Drop Infantry Regiment, United States Marine Corps, 888-23-9912, known as Fly to his friends. This information can be found in the great series of Doom novels by Pocket Books. There are four books in the series: Knee-Deep in the Dead, Hell on Earth, The Infernal Sky and End Game. If you like Doom, check them out; they go for about \$5.99 each.

OK, enough of the small talk. On to the issue at hand: The nefarious workings of the Nintendo conglomerate. The Nintendo 64 was made with a memory card function and a rumble function, yet I just recently found problems with Nintendo's workings. First, some third-party companies now sell a combination Rumble Pak/memory card. Yet, you cannot use these functions on all games. Duke Nukem 64, for instance, is Rumble Pak compatible and memory card compatible...but if you play with the rumble on, you can't save unless you turn off the machine and restart your game! (Kind of pointless, isn't it?) If Nintendo allowed third-parties to make this product, it

should have foreseen this problem and corrected it for the sake of the gaming public.

Also: The Legend of Zelda: The Ocarina of Time, I do admit, is a good game. But it does not work with a memory card. Why? It saves on the jumper pack in the console itself. There's only one slight problem with this. In order to play games like Turok 2 and Star Wars: Roque Squadron to their utmost potential, you need to buy the N64 Expansion Pak...which will probably be absolutely necessary to play future games. Well, if you have something saved to your old jumper pack—like Zelda—and you buy the Expansion Pak, you lose all information on the old pack since you can't transfer like with a PlayStation or Saturn. If Nintendo was smart, it would have either adapted the memory card idea or put something on the box to tell the gamer about this problem it has so grievously overlooked.

Thanks for letting me ramble.

—James lagulli Newport News, VA

Thanks for your thoughtful letter, James. Fortunately, you're slightly mistaken about the way The Legend of Zelda: The Ocarina of Time saves your progress. The information is not stored in the jumper pak of the Nintendo 64; it actually saves your status on the Zelda game cartridge itself. So don't worry about upgrading to that Expansion Pak; your saved games will still be there when you turn Zelda back on.

Also: Did you look closely at the packaging for the combination Rumble

Pak/memory card you described? We don't believe that Nintendo has ever approved a combination like this. Many third-party peripherals for the Nintendo 64 are produced WITHOUT Nintendo's knowledge or approval—so don't blame Nintendo unless you see that official Nintendo Seal of Approval on the package. Fortunately, most of the newer Nintendo 64 titles are a lot more careful about how they handle the memory card vs. Rumble Pak situation.

Thanks for the info about Doom's main character; now if he ever does face off against Duke Nukem, at least we'll know where to send the remains!



BUST-A-PLAYSTATION

I have a great tip for Bust-A-Groove on the PlayStation that I want to share with everyone who has this awesome game. When you're playing against the computer and the music starts to play at the beginning of a stage, just hit the Open button on your PlayStation and the music will stop! Instead of listening to the beat and trying to match it that way, all you have to do is watch the flashing indicator. I've found this helps in stages where the music has complex timing or weird offbeat patterns, like Pinky's theme. The other cool thing about this trick is that the sound effects will still be heard, so it's much easier to tell when the computer character is about to attack you. I hope you find this tip to be useful!

> —Nathaniel "Heat" Murfree Garden Grove, CA

That's a crazy tip, Nat...but couldn't you accomplish the same thing by going into the Option menu and turning down the music volume?

MICROSCOPIC

Y'all have a great magazine, but there is one thing I want to complain about. Some of the words in there are just too dang small! If I want to read some of those codes in the back, I have to put my glasses on because I can't always tell the circles from the squares, you know what I mean? Maybe it's because I've been sitting too close to the TV screen, but I still think y'all should do something about that. Thanks!

—Erich Carino Houston, TX

Sorry 'bout that, Erich! We try to keep everything legible, but there are times when we just have so many codes that we try as hard as we can to cram 'em all into the pages we have available instead of saving some of them for the following month. You know, everybody gets all bent out of shape if we don't print every single code we've ever discovered in any given issue, but if we did, there wouldn't be any room for the strategy guides—or even this letters page, for cryin' out loud. We tried this when we published that "Codebook" last year, but then look what happened. everybody in the world started printing their on this falls is us salely include. All of them had, all the conditions that the code that the code of the code of the strategy guides.



ver a decade has passed since Gauntlet and Gauntlet II swarmed arcades with their skillful balance of role-playing atmosphere and endlessly entertaining overhead combat. I personally spend thousands of hours in the Pirates arcade in Miami, Florida ig 1985 playing the original Gauntlet; in '86, its mighty sequel often kept me playing it was too late for the public transportation system to take me home. I may be an older of gaming freak, but I consider the games in the Gauntlet series to be masterpieces. It's heat four-player simultaneous arcade play. Atari has waited many years for the right opport or bring out another addicting sequel; now that the one-on-one fighting genre is finally ing to loosen its grip on the arcades, it's the perfect time for Gauntlet Legends to shine!

Gauntlet Legends does not mess with the gameplay of its predecessors...much. A Turbo button has been added to the control scheme; it enables your character to speed up or to perform a "Turbo Attack" when combined with the Attack button. Returning for combat are the Wizard, Valkyrie and Warrior; the green Elf has been replaced with a more politically correct female Archer. The game is divided into four separate worlds, with a fifth world that is revealed after you locate all 12 Rune Stones. Best of all, the game gives you the ability to save your character's experience and skill ratings by entering three initials and a PIN number. Because of the fact that your levels increase each time you play, your character will become stronger and you'll be able to survive longer each time you drop your quarters or tokens into the machine. In other words, the more times you play the game; the more you get for your money each time. You are also given the option to collect gold and treasure to buy power-ups in the "shop" after completing a subsection of a level.

MOT

WEN



RUNE STONES AND RUNE METER

There are three Rune Stones in each of the four realms. Each time you find one of these precious relics, a small icon will appear above your health meter to denote that you have found that particular Rune Stone. These icons are color-coded to match the path you chose; therefore you will be able to tell at a glance which Rune Stones you have found and where you found each of them. In order to find all 12 Rune Stones, you will need time, patience, to-kens and this strategy



guide! In the event that you do not locate all three Rune Stones in a particular journey, then you return to that specific journey at a later time, the Rune Meter will appear in the corner of the screen to help you when you re-enter a stage with a Rune Stone that you have not yet discovered. When the Rune Meter runs "Hot," you'll know a Rune Stone is nearby!

LEVEL STATUS

Your status levels are important for many reasons. For starters, each time your level increases, your character's permanent assessment ratings for armor, speed, magic and strength go up by 5 points. When your level increases to 10, you will undergo a name change and transform into a slightly altered physical appearance. This happens again when you reach levels 25, 50 and 75; all characters' levels max out at level 99. CHOOSE YOUR CHARACTER WISELY! The character you choose has specific attributes exclusive only to that character, and these advantages remain consistent as your level increases. For example, a level 99 Wizard has a higher strength rating than a level 50 Wizard, but he's still not as strong as a level 99 Warrior. Also, if you enter your initials and build up a certain character, then play with a different character under those same initials, the new character will start at level 1. The good news is that you can save one of each character type under the same set of initials, so you can build up eight different characters to whatever level you like. Remember, it takes a lot of time and money to build up a character to level 99—so if you expect to go that high, be sure to consult the following character information for a better understanding of the characters and their abilities before you choose one as your own.

SECRET CODE!

There are eggs scattered throughout the game which can change your character into Pojo the chicken from MACE: The Dark Age for a short period of time. To play as Pojo permanently, enter "EGG" as your initials and "911" as your numeric password.



HIDDEN ITEMS

Like the announcer explains, "Some barrels contain items." The items that you can purchase in the power-up shop can also be found within various barrels and treasure chests. You can also find the following bonus items this way; like most power-ups, these last for a limited time only.

nited Invulnerability.. Leaves you invulnerable to enemies' attacks.

Limited Invisibility...... Shots will not affect you and enemies cannot locate you, but you can still take damage.

Five Way Shot..... Enables you to fire in five

Super Shot..... One large blast destroys multiple enemies.

wlet..... Your projectiles will cause enemies to burst into flame and disintegrate!

Acid Amulet..... This green amulet gives your projectiles the ability to burn directly through any enemy that crosses your path.

Allows you to see the items inside barrels and treasure chests without opening them. This is helpful if you are low on keys and are not sure which specific treasure chests you wish to open.

A long stream of fire belches forth from your character's mouth, obliterating every thing in his or her path.

Limited Levitation..... Allows you to walk harmlessly over spikes and holes with steam for a limited amount of time.

Extended Time...... Completely freezes every character on screen for a short

TIPS & TRICKS

February 1999

13



ATTACK METHODS

The new Turbo button adds considerable depth to the gameplay of Gauntlet Legends. Using this button along with the Attack button will create unusual effects depending on two things: your level status and the amount of turbo meter you have in reserve. Holding the **Turbo** button down will allow your character to move much faster, but this depletes your Turbo meter, just like NBA JAM. However, your maximum offensive capabilities lie within the Turbo meter. If you're controlling a character that's already speedy (like the Archer) or if your fellow players are preventing you from zipping through the terrain at high speeds anyway, your best bet is to conserve your turbo meter until it is maxed out, then press Attack + Turbo simultaneously for a powerful blast that will destroy most of the on-screen enemies and generators. You can control the range of this attack by pointing the joystick in the direction you wish to aim. There are three levels of turbo meter power; they are distinguished by color changes in the meter itself.

Green (Level 1)	Frontal Attack
Yellow (Level 2)	Powerful Radius Attack
Red (Level 3)	Magic Attack

Remember: The higher your status level, the greater the range and power of your character's Level 3 Magic Attack.

WIZARD/ JACKAL

Hailing from the sun-scorched plains of the Desert realm, the Wizard harnesses the mystic elements to repel the forces of evil. His command of the arcane arts, combined with his mighty staff, allows him to strike a blow as deadly as the most powerful weapon. The Wizard makes the most of magic, but has the weakest armor of any character.

Once you have a Wizard who has achieved level 10 status or higher, you can play as the secret Jackal character. When choosing your character, highlight the Wizard and hold the Turbo button to reveal the Jackal.

Strength-200 Speed-400

Armor—100

Magic-600

Wizard/Jackal Starting Stats Wizard/Jackal Level Progression

Level 10-Mage

Level 25—Conjurer Level 50—Sorcerer

Level 75—Archmage

Level 99—Legend

VALKYRIE/ FALCONESS

The deadly Valkyrie wields her blade with surgical precision. She is strikingly beautiful, but such trifles only get in the way of her all-consuming passion to rid the land of evil. The Valkyrie is the toughest of the four heroes; a well-balanced character overall.

Once you have a Valkyrie who has achieved level 10 status or higher, you can play as the secret Falconess character. When choosing your character, simply highlight the Valkyrie and hold the Turbo button to reveal the Falconess.

Valkyrie/Falconess Starting Stats Valkyrie/Falconess Level Progression

Strength-300 Level 10—Guardian

Speed-400 Level 25—Defender Armor-500 Level 50—Champion

Magic-250 Level 75—Captain

Level 99—Legend

SECRET TREASURE ROOMS!

There are four secret treasure rooms in Gauntlet Legends—one in each journey-and none of the four are located in areas where Rune Stones are hidden. You have a limited amount of time to gather up the gold coins that are located throughout these bonus areas. Read through the strategy guide to find their exact locations!



POWER-UPS

Here is a list of items and their uses. Choose your weapons and power-ups wisely while being thrifty with your gold.

Cost: 250

Allows you to open treasure chests, locked gates and certain restricting pathways. Most treasure chests only contain 100 gold. Therefore, you should learn how to use the keys efficiently without wasting them.

There are three different colored potions that you can find along your quest that only slightly affect the range that your magic consumes when you are surrounded by a group of enemies. Your maximum magic range is dependent upon your character's magic rating.

Reflect Shot

Cost: 450

Players' shots bounce off walls and can hit enemies on the rebound for a short period of time.

Growth

Cost: 600

Players can experience limited growth (your character becomes huge) for a short period of

Strength Cost: 800

Permanently boosts your character's strength skill rating by five points.

Speed

Permanently boosts your character's speed skill rating by five points.

Cost: 800

Permanently boosts your character's armor (defensive) skill rating by five points.

Cost: 800

Permanently boosts your character's magic rating by five points. The three different types of magic are green, red and yellow. Each one has a different effect on the enemies, but all of them do the exact same amount

Reflect Shield

Cost: 1,000

Enemy shots bounce off your character's shield for a brief period of time. The game's enemies ordinarily cannot hurt each other, but they can be vulnerable to their own projectiles after they ricochet off the Reflect Shield.

Rapid Fire

Cost: 1,000

Pressing the Attack button from a distance will allow your character to hurl shots at a rapid pace for a limited time.

Three Way Shot

Cost: 1,200

Allows your character to shoot in three directions for a limited time.

Cost: 1,300

The Phoenix firebird acts as an extra shot that will allow you to fire two projectiles from any distance for a brief time.

Thunder Hammer

Cost: 1,500 Using the Attack button,

the Thunder Hammer will annihilate everything on the screen when your character pounds the ground. This has a VERY limited use.

Electric Shield

Cost: 1,600

Allows your character to kill enemies with only one shot for a limited time.

Fire Shield

Cost: 1,800

Similar to the electric shield, except that you can kill up to two enemies at once for a limited amount of time.

Gold Invulnerability

Cost: 2,000

When you have reached a high level, purchasing the Gold Invulnerability will allow you to fight without losing ANY health for a limited amount of time. In fact, if an enemy strikes you, you will GAIN health! Use this golden opportunity to find as much food as possible to increase your health without spending all of your tokens!



GAME PLAYING TACTICS

Because of the simplicity of the control scheme—heck, your character will automatically attack if you just walk up to any enemy without even pressing the Attack button!—some arcadegoers may assume that there's not much strategy involved in playing *Gauntlet Legends*. However, you can't help noticing that a lot of people are spending a small fortune to get one of those "I Beat Sko-rne" T-shirts! To maximize your first few games (the de-fault operator setting gives you 500 health for three quarters or tokens per play), you should remember a few

Attack your foes from a distance!

At all costs, you should fire your weapon at the hordes of enemies that are making their way towards you. This will allow you to inch closer to your main short-term goal. Which is to

2. Destroy the generators!

Finding all 12 Rune Stones and destroying Skorne may be your long-term goals, but as you slash, punch, stab and kick your way through each journey, you should always concentrate on destroying the generators that the enemies disburse from. Make sure that you COMPLETELY destroy each generator; this usually takes three shots. The type of generator is determined by the background of the level you are in and the type of enemy that's coming after you. Normally, if you are in the Castle level, enemies will come out of inanimate objects such as knights and/or mirrored panels, whereas in the Mountain level, lavabased objects will release enemies as well.

3. Conserve Turbo!
There really is no reason to run faster in the game, especially since your speed increases with all of your other attributes as your character's level increases. Therefore, you should save your Turbo meter for Turbo Attacks at appropriate moments. Save 'em for those times when there are a lot of enemies on the screen at once.

Grab grub!

Destroying the generators is key, but to get the most for your money, be sure to grab the meat (100 Health) or fruit (50 Health) whenever you can.

Team up with faster characters!

If you choose a slower character such as the Wizard or Warrior, it is possible to run at the speed of the Archer or Valkyrie if another player is using one of those faster characters. Simply allow the Archer or Valkyrie to "push" your character forward and both of you will be moving at warp speed!

5. Trick your way into hard-to-reach locations! Sometimes you need another player to stand on a switch before you can access certain areas. In order to keep temporary bridges from disappearing when playing alone, it is possible—though extremely difficult—to trigger switches by allowing Death or a large horde of enemies to follow behind you as you run around in these areas.

Watch for multiple exits!

In many of the levels, there are two exits. The exits do not take you to different locations in the next level, but they can tip you off to the locations of certain treasure rooms or Rune Stones. If you come across an exit very early in a particular stage, it's often a sign that there's something very cool waiting for those who continue to explore beyond that exit.

Remember, this guide can help you save money, so keep it with you at all times when you go to the arcade to pl Gauntlet Legends. Listed throughout the remainder of these pages are the locations of all 12 Rune Stones, plus hints and tactics that will make it easier to defeat all of the bosses you'll face on your way to Skorne's lair.

uggested Order of Levels

Mountain (Easy)	Dagger Peak, Cliffs of Desolation,
	Volcanic Cavern
Forest (Medium)	Twisted Roots of Evil, Ancient Tree,
	Narrow Branches
Castle (Medium)	Dungeon of Torment, Tower
	Armory, Castle Treasury
Desert (Hard)	City Ruins, Temple of Magic, Mystic
	Pyramid

ARCHER! TIGRESS

The elven Archer, champion of the wild Forest, is the most courageous of all. Her compound bow allows her measures of versatility and speed unmatched by any other. She will not rest until her homeworld is reclaimed and the evil Spider Queen is banished forever. The Archer is the fastest of all the heroes. Once you have an Archer who has achieved level 10 status or higher, you can play as the secret Tigress character. When choosing your character, simply highlight the Archer and hold the Turbo button to reveal the Tigress.

Level Progression

Archer/ rigiess
Level 10—Scout
Level 25—Veteran
Level 50—Ranger
Level 75—Master
Level 99—Legend

WARRIOR/

Prince of the Mountain kingdom, the Warrior's wrath cuts deeper than the mightiest blade. He will not rest until his kingdom has been purged of the evil Dragon and all traces of Skorne. The Warrior is the strongest of the Gauntlet champions, but has the weakest magic. Once you have a Warrior who has achieved level 10 status or higher, you can play as the secret Minotaur character. When choosing your character, simply highlight the Warrior and hold the Turbo button to reveal the Minotaur. Note: The Minotaur is the only one of the four secret characters to have his own set of level proaression titles.

Warrior	/Win	otaur
---------	------	-------

Starting Stats Strength—500 Speed—300

Armor-300 Magic—200

Warrior Level Progression

Level 10—Hero Level 25—Veteran Level 50—Champion Level 75—Master Level 99—Legend

Minotaur Level Progression

Level 10-Rogue Level 25—Mercenary Level 50—Champion Level 75—Chieftain Level 99—Legend

e's a chart that shows how many experience points you get for killing enemies. The numbers show how many experience points you gain for damaging an enemy with projectiles, damaging an enemy up close, killing an enemy with a projectile and killing an enemy up close.

ENEMY	DAMAGE (WEAPON)	DAMAGE (HAND-TO-HAND)	KILL (WEAPON)	KILL (HAND-TO-HAND)
SCORPION	1	3	2	4
TROLL	1	3	2	4
DEMON	1	3	2	4
RAT	1	3	2	4
GRUNT	1	3	2	4
KNIGHT	1	3	2	4
SNAKE	1	3	2	4
SORCERER	1	3	2	4
MUMMY	1	3	2	4
SPIDER	1	3	2	4
LIZARDMAN	1	3	2	4
TREEFOLK	1	3	2	4
GOLEM	2	4	30	40
DEATH	_	_	_	1
IT	_	_	_	-
GARGOYLE	2	4	300	300
DRAGON	2	4	500	500
CHIMERA	2	4	500	500
GENIE	2	4	500	500
QUEEN SPIDER	2	4	500	500
SKORNE	4	6	500	500



MOUNTAIN

EXPERIENCE POINTS

Unfortunately, the game doesn't display a running tally of your experience points, but you do get to see how many experience points you earn in each stage. For the curious, here are the totals you'll need to progress and earn each new level title:

Level	Experience Points Needed
10	11,700
25	42,000
50	122,500
75	234,200
99	344,600

This journey is great to begin your quest. To completely explore each and every realm—along with destroying generators and finding all keys and treasures—you will spend nearly 40 minutes in certain areas.



Valley



Your first chance to acquire magic: There's a yellow magic potion located near the bridge. Try not to waste magic by accidentally shooting it.



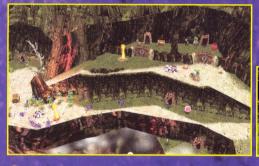
Peak



The first Rune Stone you find in this level is located to your left, under a secret wall. The wall will flash when you attack it!



diff



The second Rune Stone is located behind the bridge more than halfway through the level. Here you will also locate the Limited Invulnerability for the first time.



Cave



The first *Gauntlet* treasure room is located in this level in between the twists and turns. Use your Fire Breath to mow down enemies.



Cavern



The third Rune Stone is under a secret wall behind the bridge. You'll also find Pojo's egg in this



level! Pojo has the same capabilities as the character who changed into him, but Pojo will be able to move slightly quicker. Conserve your health for the fight with the Mountain Boss.

Mountain Boss- Dragon's Lair

The five rocks will protect you from the Dragon's fire breath until they are disintegrated. Hide behind them to dodge the Dragon's attacks, then fire your weapon from a distance to begin an offensive attack.





FOREST



The forest journey contains four levels with the enemies becoming more aggressive and the Rune Stones becoming a bit more difficult to locate.

Tree



Don't let the beautiful graphics in this area fool you; it is extremely difficult to make your way through the abundance of branches and generators here. A

long, thin branch containing a key leads directly to the second Rune Stone, you will be unable to locate the Stone unless you walk along this branch.D

Swamp



Pass the first exit you come across, then head across an ivy-covered bridge toward the bottom point of the level. You will notice an island with a treasure room door that is difficult to get

to with one player. This door leads to the Psychedelic Treasure Room!

Narrow Branches



Extra Speed is located among the many power-ups in this level, along with the Forest's final Rune Stone. Keep moving until you locate a wall that

will be facing up; you will be able to find the Rune Stone by shooting through the wall.

Roots



After finding the Acid Amulet, plow through the level until you come to a part on the branch paths where the remnants of a tree stump are directly below you. Shoot



the tree stump to reveal the first Rune Stone of the Forest realm.

Forest Boss- Spider Queen

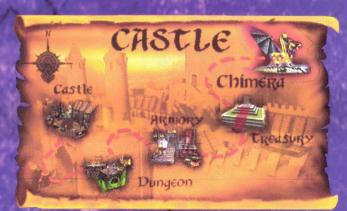
It helps to have a fast character in this battle; most of your fighting technique will involve running around the web. Grab the slab of meat in the center of the web, then proceed back to the top left corner, as far away from the Spider Queen as possible. Shoot her from a distance while moving in a counter-clockwise rotation. The Spider Queen's first shot will be her attempt to glue you to her web, but it will not take any damage.



Her second shot consists of green slime that will damage you considerably! As long as you run and shoot from a safe vantage point, you should defeat her unscathed.

CASTLE

The most challenging level thus far! You will need to contain the plethora of knights that plow out of the generator statues.



Castle Courtyard



Space Station #5, a futuristic treasure room, is located along the corridors above the castle past the first exit; let us know if you see Ronnie Mon-



trose. You will also obtain the Phoenix Familiar to help for a short period of time.

Treasury



Near the beginning of the level, through the small passageways, you'll find a throne with a huge block on it. To avoid becoming trapped, sim-



ply take out the generators that are surrounding the throne. Now you can smash the pillar to get the final Rune Stone in the level.

Dungeon





The Rune Stone is visible on a chain as soon as you begin the level, but it's a tease because you can't reach it yet. After you walk down the stairs, look for a

gray switch to activate a chain that will allow you to be within its reach.

Armory





Patience is needed to successfully complete this area without losing a ton of quarters or tokens. Deep within the level, crossing over to the left, you

will notice a wall that conceals bricks behind it. To the right of that is a secret wall that leads to the second Rune Stone of the Level.

Castle Boss- Chimera

This three-headed creature is very foolish; its method of attack is very predictable and monotonous, which means that you should have a fairly easy time with him. The Chimera has three energy meters, one for each of its three heads. If you position yourself to the left or right of the second pillar, you will be able to get clear shots at the



Chimera's midsection, reducing all three energy meters at once! Simply dodge to the left or right when one of the heads raises up to hurl a green glob at you. Use this method and you should defeat the Chimera with ease.

DESERT

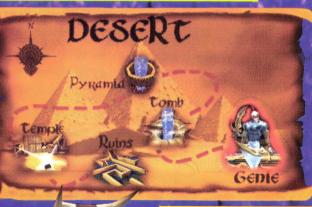
The long, tumultuous terrain in this journey presents your most challenging quest yet. The multilevel terrain and annoying landscapes will make you wish Dr. Evil and Mr. Bigglesworth had taken over the world instead!

Seriously, though, each level is MASSIVE. The Rune Stones and treasure room are nearly impossible to find. However, if you follow the steps below, you will more than likely impress your friends with your Gauntlet expertise!

Ruins



The first exit you come across is very close to your starting point. Pass up the exit and head towards the bridge with the body of water surrounding it. You should be able to see a Rune Stone beneath the water. Walk on the third block after crossing the bridge and the Rune Stone will rise.



Temple



Beams of light surround panels on the floor, hinting at the presence of the second Rune Stone. Step on each blue panel to make a ray of light disappear: once



you've touched them all, the second Rune Stone will appear in the middle of the screen. Eliminate as many generators as possible to avoid disastrous results.

yram

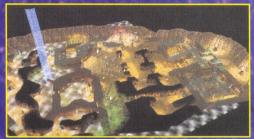


The longest level in the game contains the hardest Rune Stone to locate. You will need to follow a series of paths that lead you to another series of enclosed caves. The bars that prevent you from advancing can be deactivated by depressing a gray switch. Upon enter-ing the cave that is directly north of you, step

on the gray switch, then go south into the area that you were not allowed to enter at first. Down and to your left is a path that will lead you directly to the final Rune Stone, hidden on the left side of the wall. This path is so well hidden that we had to run around nearly every square inch of terrain before it was uncovered!



Tombs

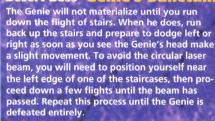


If you had not already found the final Rune Stone in this journey, you would assume that it would be hidden somewhere in this intricate maze What you will find,



however, is the final treasure room, entitled the Gauntlet Lab. This stage comes complete with an original Gauntlet arcade machine and programmers' faces emblazoned on computer terminals! If you locate the exit, go down from that point as far as possible, then find the slanted wall which at first glance does not look like a suitable path. Follow this up a few flights until you notice a section surrounded by enemies and the door to the final treasure room!

Desert Boss- Genie's Sanctum





Now you have found all 12 Rune Stones! Move on to the final battle with Skorne!

DESECRATED TEMPLE

This level is the smallest in the game, but the mirrored generators produce a ridiculous amount of enemies in its small corridors. Try not to advance too far too quickly or you will be surrounded.





Your first battle with Skorne is not difficult, but it is quite shocking! After every projectile he sends your way, it looks as if he is sticking his middle finger out to mock

you! Dodge Skorne's set of attacks—usually three fireballs—then attack from a distance. This process may take a while, but your character will sustain little damage.

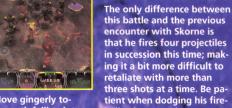
Gates of Underworld



The spikes on the sides of the path can be destroyed; they don't flash to indicate damage, but

each one will fall off into the pit of lava after three shots. Move gingerly toward the top of the screen and don't panic at the sight of the path falling into the lava. You will need to defeat Cerberus to open the exit path. Fire four shots from a distance, then run to a safe position and continue the pattern.

Throne of Skorne



this battle and the previous encounter with Skorne is that he fires four projectiles in succession this time; making it a bit more difficult to retaliate with more than three shots at a time. Be patient when dodging his fireballs; the second you see an

pening, take the opportunity to strike. There will not be many chances to do so.





BRAVE FENCER

MUSASHI

by Ara Shirinian

Analog Control

Musashi supports the analog functions of the Dual Shock pad in a limited manner. Specifically, with the Dual Shock, Musashi can move in 16 directions instead of the normal eight. Also, Musashi can run right away with the Analog pad, but with the normal D-pad he'll only start to run after the direction is held for a few seconds. Analog control might be advantageous to use in some situations; however, it makes precise movements more difficult. Use whatever you prefer, as neither will impact gameplay enough to make a significant difference.

Getting Around

Making progress in *Brave Fencer Musashi* requires solving lots and lots of small puzzles in order to proceed past certain points in the game. Nearly all of these are easy to deal with, as long as you keep in mind three possibilities. If you can't reach a certain area, it's because:

- 1. You need to use an assimilated ability from a nearby enemy, or...
- 2. You need to use Lumina's special attack with a certain Scroll, or...
- 3. You're not supposed to yet. That is, an item you get (or an event) later on in the game will enable you to get there, so don't worry about it now.

Because of the frequency with which you'll need to use an assimilated ability to get past different points in the game, I'm only going to describe the more difficult ones. There are also some exceptions to the three points above, and I will point those out in detail later. You should expect to do a good amount of backtracking, so don't be discouraged if you aren't able to get to all the areas of a certain part of the game the first time you reach it.



Items & Money

Throughout the game, most of the items you'll find in treasure chests will be useless

things you can only sell for money. After you get an item appraised and find out that it's useless, you should sell it right away to keep your inventory from getting cluttered. Because you have a limited



amount of space to store items in, you should only buy the most expensive items you can afford. You should also always have S-Revive in your inventory at all times. Even though these items seem expensive, money is very easy to come by and you shouldn't worry about spending all of it. Buying items from the Breadshop isn't a good idea, since the food will spoil after a few days and you'll end up wasting both money and space in your inventory. In fact, the only things you should spend money on in the game are healing items and toys (which don't impact the events in the game anyway). The fastest way to earn money is to go to Mannick's Restaurant-but don't buy any of the food! If you talk to Macho, you'll be able to gamble with some of your money. Choose Low when the number

of the food! If you talk to Macho, you'll be able to gamble with some of your money. Choose Low when the number is 7 or higher; otherwise, choose High. You'll be able to accumulate about 50,000 Drans within a half hour if you keep playing. It's not worthwhile to stop a game until you've won at least five times in a row, although you should definitely cash out by the 7th or 8th win.

rave Fencer Musashi reminds me a great deal of all those classic action/adventure games that were released en masse at the peak of the NES' popularity. Games like the original Zelda. **Blaster Master, Crys**talis and countless others. All of these games shared a certain quality of depth that in the late '80s I did not appreciate at the time; I was just upset that "they" kept putting RPG and storylike elements into ports of arcade games like Bionic Commando and Rygar! However. supplementing the inherent fast action of arcade games with a sense of adventure and exploration in this manner proved to be a powerful combination in those days. A game like Musashi is a testament to the fact that the formula still works.



20

Bincho Fields (BF)

Once you get to the second chapter, you'll spend the rest of the game attempting to save 35 people who have been trapped in Bincho Fields in various places. I've identified the location of each one on the maps. Most of them will provide a certain service to you back at the palace. Here's a listing of everyone you need to save and what they'll do for you, if anything:

Person Function
Steward Tells you how many people have been rescued.
ButlerNothing
Clown If Acrobat is rescued, teaches you Shish Kebab
technique if you give him an Orange.
Scribe Reads books in the library to you.
MusicianA Plays the Palace background music.
Guard Guards the entrance to Twinpeak Mountain.
Seer Tells you about the locations of the five Scrolls.
Hawker Tells you about Longevity Berries and Minkus.
MaidTeaches you Dashing Pierce technique.
MusicianB Adds another instrument to the Palace back
ground music.
SoldierA Helps open gate in Hell's Valley.
MercenC Gives you a clue about the location of the Ice
Palace. Helps open gate in Hell's Valley.
CarpentA Gives you a clue about the Gondola
Gizmo. Helps open gate in Hell's Valley.
KnightB Teaches you Crosswise Cut Technique. Helps
open gate in Hell's Valley.
Shepherd Tells you how many Minkus have been caught.
Bailiff See CookA & CookB.
Taster Nothing
CarpentB Gives you a clue about the Gondola Gizmo.
Weaver Gives you the L-Gloves or L-Quilt if you give
her the L-Cloth.
SoldierB Nothing
KnightA Teaches you Tenderize technique.
CookA If Bailiff is rescued, makes Riceballs available
for purchase at the Grocery.
Acrobat See Clown.
MercenB Gives you a clue about the location of the Ice
Palace.
Janitor Nothing
Artisan Makes your Fusion sword more powerful.
CarpentC Gives you a clue about the Gondola Gizmo.
MusicianC Adds another instrument to the Palace back
ground music.

Sleeping

Sleep is an important part of Musashi's activities. Here are a few points the manual neglects to mention:

- When you sleep in any place other than the Inn, your tired gauge will not decrease below 20%.
- The status gauge in the lower-right corner of the screen shows how tired Musashi is only when the tired gauge is over 50%:

< 50% tired

 As Musashi grows tired, his abilities are affected in different ways. The following effects accumulate as the tired gauge increases:

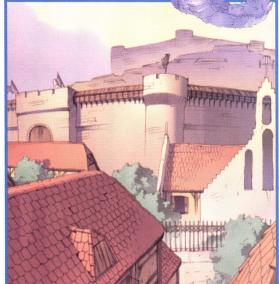
50% tired At 71% tired: Can't run. At 81% tired: Movement becomes slow.

> At 91% tired: Attack speed becomes slow. At 100% tired: Falls asleep automatically.



70% tired





Map Legend

For the remaining portion of this strategy guide, I've mapped out all of the major areas of the game after Chapter 1. All of the maps show an overhead view, except for the map of the second section in Soda Fountain (Chapter 6), which shows a side view. Thin black lines run through the middle of various parts of the maps to designate significant differences in height. I've also labeled the locations of all of the Scrolls and Crests as well as major landmarks. The locations of Bincho Fields and Minkus are marked by Bincho Field icons and berry icons respectively. "X" marks designate the locations of Memory Boxes.

KnightD...... Teaches you Rumparoni-SP technique. Alchemist.... Gives you alchemic tart (restores BP by 10).

MercenA..... Gives you a clue about the location of the Ice

CookB...... If Bailiff is rescued, makes Neatballs available

for purchase at the Grocery.

KnightC...... Teaches you Desperado Attack technique.

Doctor..... Gives you SP-Recover (restores HP, BP & anti

Conductor... Adds another instrument to the Palace back

Librarian..... Translates unreadable books in library.

Knitter..... Tells you about the L-Cloth.

ground music.

Palace.

dote).

Chef..... Nothing

Chief..... Nothing

Butcher..... Nothing



Major Events

Here's an outline of all the major events in the game, organized by chapter:

Chapter 1: The Journey Begins

The first chapter is basically a warmup for the rest of the game. Unlike chapters 2-5, you won't have a subscreen...and you won't even have Lumina to use until you get to the first Boss. Once you reach the top of the inside of Spiral Tower, use the Gunshot ability (you can assimilate it from the blue soldier enemy nearby) and shoot toward the center of the tower in order to hit the rope attached to the bell. Once past this point, you'll be at the very top of Spiral Tower with a bunch of red soldiers and the Lumina Sword. As you may have guessed, you can use the Paralyze ability assimilated from those soldiers to reach the sword. Immediately after obtaining Lumina, you'll go through a few fast action scenes before facing the first boss.

Boss 1: Steam Knight

The first boss is very easy. The key here is to be patient; if you try to be too aggressive, you'll just needlessly lose HP. Steam Knight's weak points are his feet and a green crystal that occasionally becomes exposed. During this battle only, arrows will appear showing you exactly where to hit. Attack the legs one at a time with Lumina only when there isn't steam coming out of them (the steam will damage you). Once the legs are out of commission, you'll be able to inflict damage to the

center. After his life bar is depleted, you'll have to walk right up next to

Steam Knight and throw him. Repeat this process two more times to defeat him.





Air Duct

To Binchotite Mine

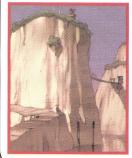


When you begin this chapter, you'll finally be able to save your game at the Inn. You'll also be able to explore most of the vicinity around Grillin Village, including Somnolent Forest. You should first try to get all of the Bincho Fields you have access to. Acquiring the one near Wandering Forest is a bit tricky; you'll have to assimilate the Hop ability to climb up the steep incline in the upper portion of that area. Also in Somnolent forest are a couple sections covered in vines which can also be traversed with the Hop ability.

Wandering Forest Grillin Village & vicinity Steamwood To Twinpeak Mountain **Fire Scroll L-Goggles**

Rescue Leno at Twinpeak Mountain

After speaking with the Mayor of Grillin Village, you'll have to go to Twinpeak Mountain and rescue the dog Leno. Leno isn't very far up the mountain, so this task is fairly easy. You'll have to pick Leno up and carry him back to the village. While carrying Leno you'll walk very slowly—but don't get antsy and start throwing him around all over the place or you'll likely screw up and have to start over. In a few places you'll have to throw him across water, which is OK as long as he gets thrown onto land. What's more, when you reach the end of an area (where the screen stops scrolling), you'll have to carry him through to the other area. Do not try to throw him into the next area.

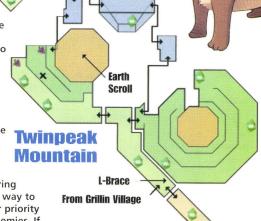


Give Bread & Water to the Thief

There's a thief in the village who needs some bread and water. You can buy the bread from the Breadshop and you can obtain the water from the well next to the Church.

Find the Key at the Graveyard

The Graveyard can be found beyond the Wandering Forest. Leno will go with you and tell you which way to go. As Leno searches for the right direction, your priority is to keep him from being attacked by nearby enemies. If he sustains too much damage, you'll have to start over.



Boss 2

To Palace

strat



Meet the Thief at Twinpeak Mountain

After rescuing the thief, you'll have to climb to the top of Twinpeak Mountain to meet him. You'll have to also find four trees to cut down and collect—never mind that each tree is about three times bigger than Musashi!—but don't worry because they are conspicuously placed on the way up the mountain. Once you reach the top, the thief will make a raft for you and you'll go through a rapid raft sequence as you make your way back down the mountain. You probably won't be able to make it all the way through the first time, so don't get frustrated if it takes a number of tries. Part-way through the rapids, there is a long, straight section with waterfalls on

both sides. Immediately after this section, there's an inconspicuous exit from the rapids on the left side of the screen. If you enter here, you'll end up in another location outside of the mountain where a hidden Bincho Field is located. You can try to get this one now or you can do it later. If you decide to do it now, you'll have to go all the way back up the mountain and go through the raft ride again, this time taking the normal route. If you do so, you'll end up at the bottom of the mountain with a treasure chest containing the L-Brace (you have to get it appraised first). With this item, you'll be able to climb sections of cliff that are colored red.

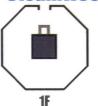
Save Steamwood

After speaking with Steamwood's engineer, you'll have to go into Steamwood and fix all the valves in the order of their

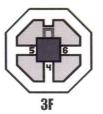


number. To make matters worse, you'll have a time limit of 24

Steamwood









hours to complete the operation. I've provided a map of the locations of all the valves on each floor of Steamwood. The timer will be stopped when you pause the game, so if you need to decide where to go, pause the game first. After completing this event, all the steam leaks in Somnolent Forest will disappear.

Get the Earth Scroll from the Top of Twinpeak Mountain

You'll meet Rootrick at the bottom of the left peak of Twinpeak Mountain (directly left of the Memory Box). Here, you'll have to race him to the top by climbing up using the L-Brace. Once you get to the top, you'll be able to obtain the Earth Scroll.



Boss 2: Skullpion

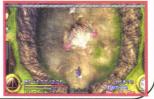
Skullpion lives in Hell's Valley. You can move the boulders on top of the spike-filled pits by using the Earth Scroll here. However, at

the end of Hell's Valley, in order to get into Skullpion's room, you must have already rescued SoldierA, MercenC, CarpentA and KnightB. All of these are on Twinpeak Mountain in obvious places, so you should have all of them by now anyway. You'll need to talk to Steward in the Palace in order to set the events in motion so you

can encounter the boss. As with the previous boss, Skullpion's weak point is a green crystal which will become exposed after

suffering a certain amount of damage. You should have the Earth Scroll equipped for this battle; you'll need to use it to make rocks and other objects fall from the basket above (hopefully hitting Skullpion, if you time it right). Whenever the green crystal comes out, you'll need to hit it with Lumina quickly, since it only appears for a brief period of time. Skullpion will occasionally try to climb up the walls and attack the people above. When he does this, you can use the Earth Scroll to knock him off before he gets to the top. Also, he has a stinging attack that will poison you. Even though an Antidote herb will appear during the battle every so often, it would probably be a good idea to bring a few extra ones yourself. Three hits to the crystal will defeat him.





Chapter 3: Mission Vambee

Find the Flower in Binchotite Mine

You'll be going back and forth through the Binchotite Mine a number of times throughout the remainder of the game. To gain access to the Mine, speak to the Mayor, then speak to the man in the Windmill. Your first goal is to find a special flower in the center of the underground lake in the Mine. You should bring along some Antidote, since its very easy to become poisoned in the Mine.



Now you'll have to get Agualin from the top of the right peak of Twinpeak mountain. Basically, all you need to do is to go back up the same way you did when you were going to meet the Thief. However, halfway up, a timer will start and you'll have to make it to the top and back before time runs out. Fortunately, it's pretty easy-provided you don't fall-so don't rush. Once you get to the point where the Thief was, continue walking to the right and you'll reach what seems like a dead end. Use the Earth Scroll here and you'll be able to continue upward. At the top you'll find a lake where you can obtain Aqualin. Once you've got it, go back down to the point where the timer started (you don't need to go all the way back to the village before the timer stops).



TIPS & TRICKS

Explore Mannick's Basement







To get into Mannick's
Basement, visit his Restaurant
at 18:00. After speaking to the
person outside and everyone
inside, return to the Restaurant
at midnight; you'll be able to
sneak in when you see
Vambees emerge from the

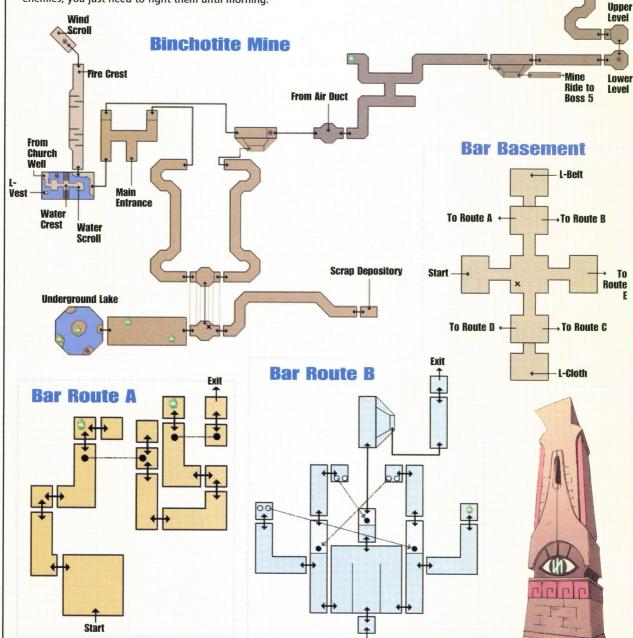
doorway.

Once inside, you'll have to go through routes A through D (in any order) to obtain four Eyes that open the upper room. In route A and the main room, you'll find sections of walls that appear to be cracked. You'll have to use the Bowl ability (which you can assimilate from the enemies in route A) to break them down.

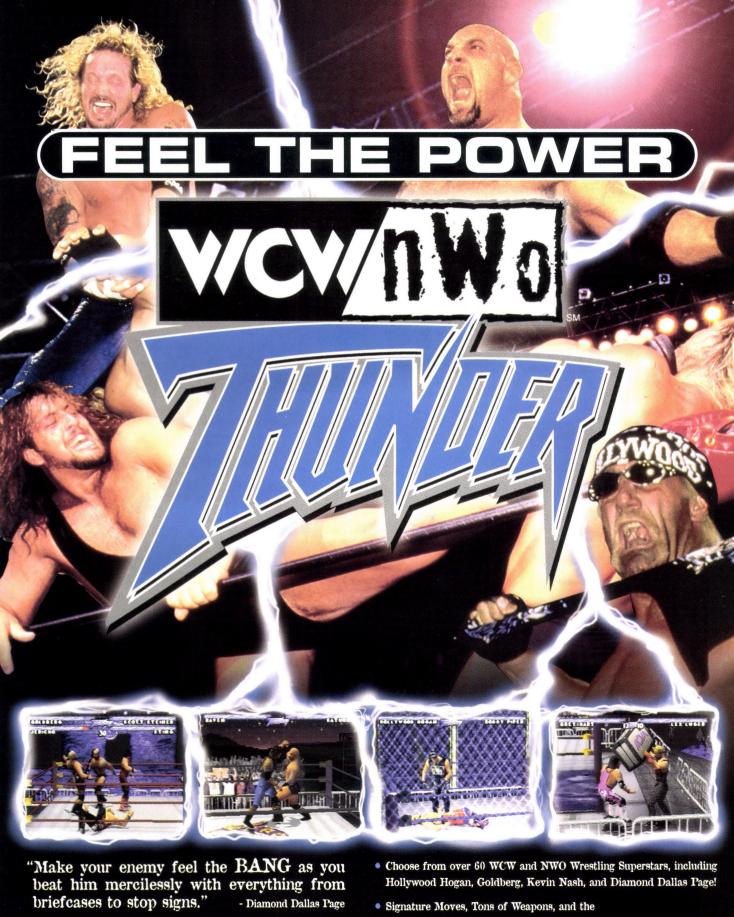
In route D, you'll encounter a number of dark rooms where it's difficult to see the ground. You'll have to assimilate the Sublime ability from the ghost in the beginning of each room so you can examine the layout of the floor before moving on. In the third such room, you'll have to drop down the following sides of each platform in order to make it through safely: Left, Left, Right, Right, Left, Right. After getting all four Eyes, you'll be able to get to the L-Belt.

Visit the Church at 02:00

With the L-Belt, you'll be able to jump over the Church fence. Talk to the priest inside the fence at exactly 02:00 and he'll let you inside, where you'll have to battle some really big enemies until 07:00. You don't need to beat the enemies, you just need to fight them until morning.



Start





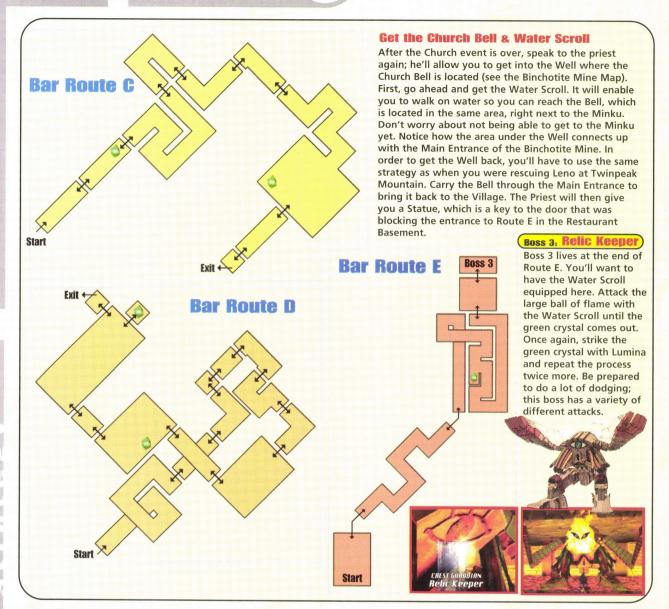


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26



Chapter 4: The Duel at Dragon Island

After speaking to the Mayor's wife, you'll have to go back into the well and fix it. With Boss 3 defeated, you'll be able to activate the Water Crest in the same place where you obtained the Water Scroll. Doing this will alter the water level in the area, so you'll be able to reach the L-Vest and the Minku.

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding it.

Put Out Fires

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding

it.aThis event is pretty easy. Just use the water scroll and aim at each of the fires. It will take a continuous stream to put out each fire, so you won't be able to notice them going out if you just fire a few shots.

Get the Fire Scroll

After saving the village from burning down, you'll receive some Salt. This item will enable you to get past the huge snail that is blocking the way to Dragon Island (the brown colored area on the map beyond Somnolent Forest). At Dragon Island, if you enter the area at low tide and activate the Water Crest, you'll get access to the Fire Scroll. Immediately afterward, you'll have to fight Kojiro...



Ice Palace

Fight Koiiro

Kojiro is really easy to beat. All you need to do is walk around him and attack him repeatedly from behind.





Ice Palace

The Ice Palace is hidden beyond the Wandering Forest. From the first screen in the Wandering Forest, the directions you need to take to reach the Ice Palace are as follows: left, up, up, right, up, up, right, up, up, left, up, up, up, up.

Once in the Ice Palace, you'll have to find red, blue and green eyes (shown on the map as colored spots). The large door in the back of the first room won't open until you have all three. There are also red, blue and green doors in the palace (also shown on the map as colored arrows) which won't open until you obtain their respective eyes.

In the Red Eye room, all you need to do to obtain the eye is to defeat all the enemies. In the Blue Eye

to defeat all the enemies without taking any dam-

room, you'll have

Start

To Boss 4



age. In the Green Eye room, you'll have to use the Clone assimilated ability to defeat the enemy. The L-Shoes are on the left balcony in the first room. You can reach them by walking beyond the Blue Door. In the second room beyond the Red door, you'll find a ledge that seems impossible to get to. However, if you stand directly under the ledge, the large enemy in that room will grab you and throw you to the upper level. Once you reach the second memory box, you'll have to light both torches using the Fire Scroll; this will open the door leading into the last room.

Boss 4: Frost Dragon

You'll encounter this boss on a narrow walkway. After you strike it a few times, the walkway will start to collapse and you'll be forced to move forward. Use the Fire Scroll to melt the ice spikes blocking your way. Once you get to the end of the walkway, the real battle will start. Frost Dragon likes to use an ice beam that covers practically the whole rea. To avoid it, notice which way he moves his head (left or right) just before he begins the attack,

then run to the topmost part of the opposite

side of the room and wait there until the beam goes away. You should attack with your Fire Scroll immediately after he finishes his beam attack because he will be very vulnerable. As before, strike the green crystal with Lumina when it comes out and he'll be finished in no time.





chanter 5: The One That Nests Underground

Save Steamwood Again

This sequence is the same as the first time you had to fix the valves in Steamwood, except for three things. Shutting off the valves will be harder, since the gauges will move faster. Also, three of the valves will be missing their handles. Handle #1 is on the first floor, behind the elevator. Handle #4 is on the third floor between valves 4 and 5; handle #8 is on the fourth floor between valves 7 and 8. Finally, you'll have to make a number of very tricky jumps since there will be a lot more steam blocking your way. You'll have to make a number of L-shaped jumps with the double-jump technique in order to get around.



You can get the Wind Scroll by going through the Binchotite Mine and using Lumina on the Fire Crest at the end (see the map). Once you obtain the scroll, use it immediately and you'll be able to dig a hole right through the ground. This will trigger another event and you'll end up in the Wandering Forest.









Explore the Air Vent

When you go back to Grillin Village, you'll notice a huge ant next to the Gondola. Ride the Gondola from the castle and it will smash the ant, creating a hole in the Air Vent on the cliff above. The area under the vent is actually a part of the Binchotite Mine (see the map); however, if you drop from the ledge to the left of the Air Vent entrance (where the Minku is), you'll have to go all the way out via the Main Entrance to get back.





From the Air Duct, you'll have to use the Wind Scroll to push away the poison fog blocking the way. In the following area, you'll need to use the Earth Scroll to proceed further. At the area just before the second Minku, there's a really tricky jump. You'll have to assimilate the Hop ability to get past the incline; unfortu-

nately, the enemy you need to assimilate it from is on the opposite side of the hole! The key is to shoot Fusion into the enemy before you jump across, then finish the assimilation after you reach the other side. Finally, when you reach the Bincho

Field at the end of the path on the Upper Level, use the Wind Scroll in the center of that room; you'll be able to tunnel through to the section just before the Mine Ride.



Boss 5: Queen Ant

After the Mine Ride , you'll appear in a room with a Memory Box. From this room, use the Wind Scroll to tunnel through to the Boss' room. Queen Ant's attacks are fairly predictable. You'll have to strike the head when it gets close enough to you; this happens after she attacks with her arms. After a number of hits, the green crystal will come out on her tail.

However, it can be a little tough getting to the crystal since poison fog tends to accumulate there also. You'll have to use the Wind Scroll to get in and strike the crystal. As before, she'll go down after three hits.







Mini Boss

Chapter 6: The Sword of Luminescence

Get Sky Scroll

The Sky Scroll is located beyond the Wind Crest in the area next to Steamwood. However, you have to use Lumina on the crest only when it is raining on Sky day, otherwise nothing will happen. Once you do activate the crest, you'll never be able

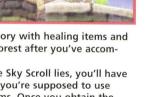






below again, so make sure you've filled your inventory with healing items and found all 13 Minkus. (Try going to the Wandering Forest after you've accomplished this for a surprise!)

In order to get to the top of the structure where the Sky Scroll lies, you'll have to use most of your other Scrolls. The places where you're supposed to use them are marked with their corresponding pictograms. Once you obtain the Sky Scroll, you'll be immediately transported to Soda Fountain.



Soda Fountain

Section 1

Here you'll have to use the Sky Scroll to float above the watery brown sections on the map. You can't hit the walls either, so be careful; the control is very touchy when you're flying. Next, you'll have to make your way through a long circular corridor before meeting the first mini-Boss, Ben.







Ben has a highly predictable pattern that's easy to exploit. You should only try to damage him once after he lands, then a few more times just before he starts to fly around again. The bombs he throws inflict a lot of damage, but they explode in the exact same pattern each time, so they're easy to avoid. Stay on the bottom center of the screen and move toward the left as they explode. After defeating Ben, you'll be able to save your game.









Section 2

The map for this section is a side-view representation of all the rooms along the correct path. I've only marked the correct doors to go through. If you go through any other door, you'll have to start over from the beginning. In each room, you'll have to use the Scroll associated with that room in one way or another to get to the correct door. For example, in the second room, use the Earth Scroll on the raised parts of

the floor in order to open up the pathway. You'll need to have quick fingers if you want to negotiate the last part of this area. Once you enter the last door, you'll have to fight Ed.

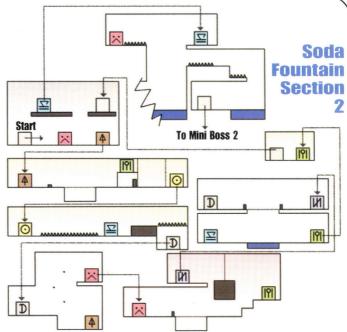


Mini-Boss 2: Et



Ed is even easier to beat than Ben, as long as you can dodge his beam! It's easy to jump over, but it will change

direction every time you jump over it. The only time you should attempt to attack is just after the Beam stops. Stay away from him at all other times.



Section 3

This next section takes place outside and it's filled with tons of tough and fast enemies. There aren't really any items to obtain here, so your priorities are just to get to the end and keep your BP and HP high. If you have the patience, however, it's a good idea to fight everyone to get your levels up; most of the enemies here will also drop lots of BP/HP restoring items. Once you get to the end, destroy the water fountain and all the enemies to proceed inside.

The inner section is more of the same. Halfway through, you'll have to destroy a metallic cone-like device which is highly annoying. It has a laser-like Ed's beam-but it moves around much faster. You'll have to hit the front portion of it with an attack that has a fairly long range. At the end of the section, you'll face Topo.



Mini-Boss 3: TODO

For once, you won't have to fight! Instead, you'll have to play a Parappa-style game in which you tap the buttons

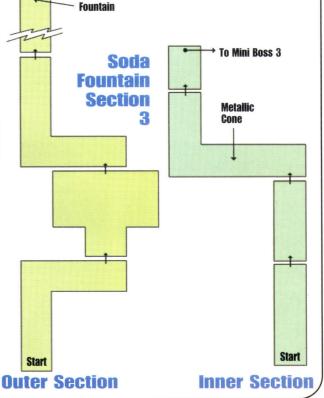
along with the music. The difference here is that Topo will go through the entire song once, then you'll have to repeat the entire song along with her. You won't be able to pause the game in the middle of a song either, so memorize these patterns first!













Boss 6: Tower of Death

This guy is a real pain. The Tower's weak spot is its green section, which will change location constantly. You'll have to strike it a total of 12 times to defeat it.

Final Boss: Dark Lumina





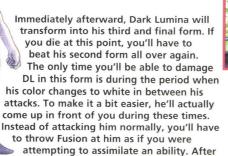
You'll have to battle Dark Lumina in three stages. The first stage involves simply running away from him and up a large tower as he chases after you. Many of these jumps are deceptively difficult, so pay close attention to where you're jumping from. Once you get to the top of the tower, Dark Lumina will transform.



You'll have to hit the blue portion of Dark Lumina's head until it turns red. To do this, your best chance is to execute the Rumparoni-SP technique. If you miss, DL will catch you and throw you off the edge. After hitting him enough times, he'll exe-

cute one of two attacks, then he'll pause for a moment. During this time, you'll be able to hit his head with Lumina to inflict damage before his

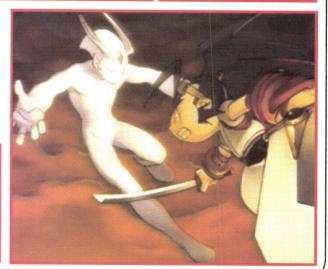
Lumina to inflict damage before his pattern repeats. It will take five of these hits to defeat him.



you complete the "assimilation," you'll be able to hit him once with Lumina, then he'll repeat his pattern. It takes five total hits to destroy him. Now sit back and enjoy the ending!





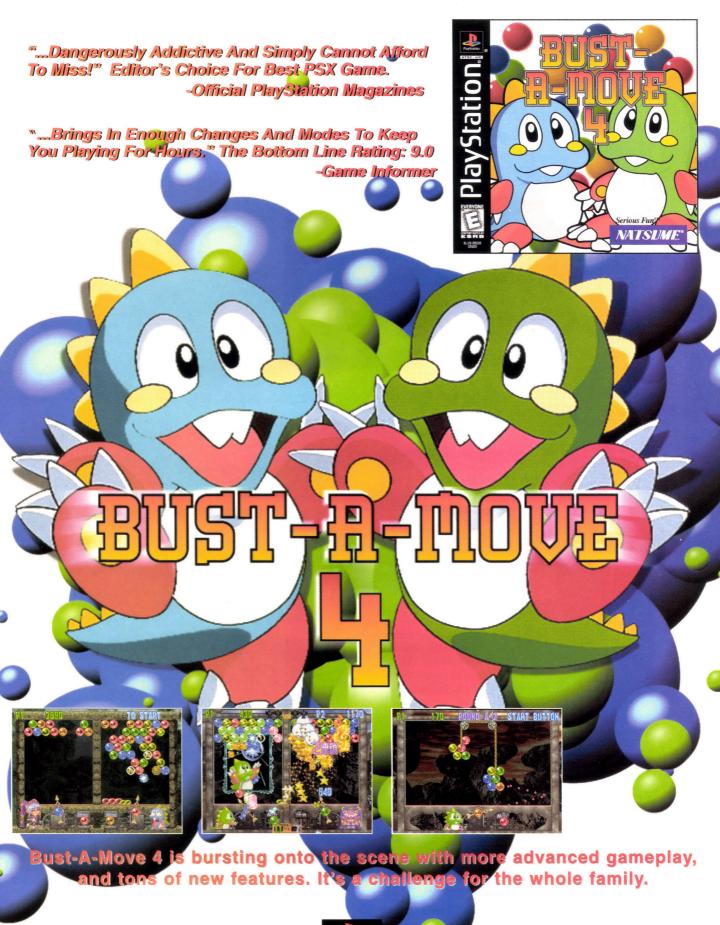








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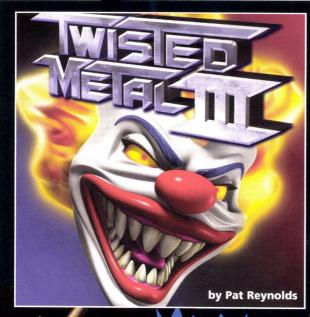
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TOMMO

Twisted Metal III





s a true fan of vehicular combat games, I was hooked on Twisted Metal and its sequel. While eagerly awaiting the third installation of the game, I appeased my car combat cravings with games like Vigilante 8 and Rogue Trip. With good graphics and fitting tunes from Rob Zombie, *Twisted Metal III* holds its own against the quality competition it faces this year. Is it better than Vigilante 8 and Rogue Trip? The more realistic physics engine basically translates into a lot of time spent upside down after hitting small bumps. The level design is nowhere near as good as Twisted Metal 2, either, but overall, the game manages to deliver enjoyable, intense gameplay. This guide is designed to give you quick access to all of the tricks you'll need to make short work of the game.

special attacks

Invisibility	\uparrow , \downarrow , \leftarrow , \rightarrow
Freeze	←, →, ↑
Jump	Λ, Λ, ←
Rear Fire	←, →, ↓

Play as Minion

In Tournament Mode: At the password screen, enter ↑, START, ↓, L1, □

In Deathmatch Mode: At the password screen, enter \leftarrow , \leftarrow , \rightarrow , \rightarrow

Memory Card Save

At the password screen, enter START, START, START, START, START, START. Set the options the way you want them, then start a game. It will prompt you to save before the game begins.

cheat codes

God Mode

In the game press \uparrow , \downarrow , \uparrow , \uparrow , \bigcirc , \rightarrow , \triangle , \square , \uparrow , \downarrow , L2

Infinite Special Attack

At the password screen, enter L1, L1, R1, R1, R1. Start a game and get killed. When you begin you're next life, you'll have an unlimited cache of special weapons.

(Deathmatch Warehouse Level)

At the password screen, enter \uparrow , \uparrow , \uparrow , \leftarrow , \leftarrow

Play as Sweet Tooth

In Tournament Mode: At the password screen,

enter \bigcirc , \bigcirc , L1, L1, START.

In Deathmatch Mode: At the password screen, enter \rightarrow , \rightarrow , \leftarrow , \leftarrow

ame shark codes

Infinite Ammo for All Players

80033ed6 2400

Infinite Lives for Player 1

800d300c 0002

* Using these codes will allow you to play ONLY as the character listed – if both are activated Infinite Lives for Player 2

800d309c 0002

Play as Sweet Tooth*

800d28d0 000b

Play as Minion*

800d28d0 0007

ter listed – if both are activated at the same time, only Minion will be playable

February 1999

32

TIPS & TRICKS



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The Legend Is Reborn.





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Washington D.C.

Destroy the Statues to uncover a full health power-up.



Hollywood

Lob some napalm at the Hollywood sign to destroy it.



Tokyo

Make your way up to the high level and then jump off the ramp and the next ramp beyond that to get the radar dish.Drive up to the brink near the giant fan and wait for your enemies to follow you. When they are sucked into the fan, target them and fire away for added damage.



London

You can destroy Big Ben by firing from the ramp in front of it. In the building with the warp is a wall that reads "Keep Out." Destroy it to reveal a hidden stash of power-ups.



Hangar 18

North Pole

Shoot at the four lights around the perimeter of the area to unlock the barrier around the warp inside the UFO. This leads to other areas of the UFO and some powerful weapons.

This trick will make millions of kids around the world

very sad, but if you destroy Santa's workshop and the

surrounding area you'll reap lots of power-ups, health

and even the mighty lightning weapon. Also, all of the

structures, giant candy canes, snowmen, etc. etc. are fully





Calypso's Blimp

Destroy all walls marked "This Section is Closed." These lead to loads of hidden power-ups.

On the bottom level of the blimp there are many crates which can be destroyed to reveal power-ups inside. In a Tournament game, the opponents will keep returning after you've killed them unless you destroy the four flashing switches and then the main switch located in the red room near the top. Here's an easy way to kill Primevil and the other baddies on this level. Hang out on the lower level by the large opening and they'll often drive right into it and fall to their deaths. Primevil pulled this maneuver the first time I fought him – I didn't even have to hit him once and I beat the game... so much for smart AI.



ation

34







Character passwords

Use these passwords to play as any character in any level of the game.

Xe

Washington D.C. \times , START, \leftarrow , \leftarrow , L2 Hangar 18 \uparrow , \downarrow , \triangle , L1, R1 North Pole \leftarrow , \times , \rightarrow , \times , \square London L1, \rightarrow , \times , START, \leftarrow Tokyo \bigcirc , \bigcirc , \leftarrow , \rightarrow , \leftarrow Egypt SELECT, \rightarrow , L2, L1, L1 Calypso's Blimp \bigcirc , L1, \triangle , \times , \downarrow



Washington D.C.	L2, △, △, □, START
Hangar 18	R1, ↑, ↓, ↓, L1
North Pole	×, △, □, R2, ×
London	↑, L2, ○, □, L1
Tokyo	\uparrow , \triangle , SELECT, \rightarrow , \uparrow
Egypt	←, ↑, L1, ↑, R2
Calypso's Blimp	L1, R1, ↑, ←, ○









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AX2900

Twisted Metal III



Club Kid

Washington D.C.	SELECT, R1, \downarrow , \times , \rightarrow
Hangar 18	START, START, \square , R2, \times
North Pole	→, R1, L2, →, △
London	L2, R2, SELECT, L2, L1
Tokyo	R1, L1, R1, △, ↑
Egypt	×, ↑, SELECT, L2, L1
Calypso's Blimp	L1, ○, START, △, ←

Firestarter

	Washington D.C.	←, R2, □, L1, ↑
	Hangar 18	L1, R2, ×, ←, ↓
	North Pole	O, R2, R1, R1, R2
	London	SELECT, R1, →, □, SELECT
	Tokyo	START, R2, ←, L2, START
9	Egypt	↓ , SELECT, ×, △, ←
9	Calypso's Blimp	L2, L2, ←, □, R1



Flower Power

Washington D.C.	×, L2, R2, ↓, R2
Hangar 18	SELECT, START, L1, ↓, ×
North Pole	↑, L2, △, ○, L1
London	L, □, →, ×, L2
Tokyo	L1, ←, ×, ↑, ○
Egypt	○, □, ←, L2, ↓
Calypso's Blimp	SELECT, ←, R1, R2, ←



Hammerhead

Washington D.C.	O, →, O, ×, SELECT
Hangar 18	SELECT , ○, ↓, ↑, □
North Pole	START, ↑, □, →, L2
London	↓, △, L2, R2, R1
Tokyo	R2, ↑, △, □, ×
Egypt	△, △, R1, SELECT, START
Calypso's Blimp	□, ↑, ↑, START, L



Minion

Washington D.C.	↑, START, ↓, L1, 🗆
Hangar 18	←, R1, SELECT, ○, ←
North Pole	L1, START, R2, ↓, △
London	○, R1, ↑, L1, R2
Tokyo	SELECT, START, R1, L2, X
Egypt	START, L1, →, R1, R1
Calypso's Blimp	↓ , ×, □, ↓ , SELECT



Mr. Grimm

Washington D.C.	↓ , ↓ , START , R2 , ○
Hangar 18	$R2, \times, \triangle, \downarrow, \rightarrow$
North Pole	△, ↓, →, R2, R2
London	\times , \times , \square , \bigcirc , \bigcirc
Tokyo	↓, L2, SELECT, SELECT, →
Egypt	↑, ○, ↑, ↑, L1
Calypso's Blimp	←, →, L1, ←, L2



Outlaw 3

Washington D.C.	△, SELECT, ↓, ○, L1
Hangar 18	L1, R2, R2, 🗌
North Pole	START, ○, →, ↑, L2
London	↑, R2, △, SELECT, R2
Tokyo	←, →, ↑, ○, START
Egypt	L1, R2, ×, ←, START
Calypso's Blimp	O, ←, R1, ↑, L2



Roadkill

washington D.C.	START, SELECT, LT, A, LZ
Hangar 18	↓, L2, START, →, SELECT
North Pole	R2, SELECT, △, R2, ↑
London	△, L2, →, △, L2
Tokyo	☐, SELECT, ☐, SELECT, △
Egypt	←, L2, START, □, R1
Calypso's Blimp	☐, SELECT, ☐, SELECT, △



Spectre

Washington D.C.	L1, □, ↑, ×, R1
Hangar 18	○, L, ○, □, □
North Pole	SELECT, \times , \downarrow , \rightarrow , START
London	START, ↓, □, L2, ↓
Tokyo	R1, L1, R1, △, ↑
Egypt	×, ↑, SELECT, L2, L1
Calypso's Blimp	L1, ○, START, △, ←



Sweet Tooth

Washington D.C.	○, ○, L1, L1, START
Hangar 18	\rightarrow , \rightarrow , \downarrow , \bigcirc , \times
North Pole	L2 , ○, SELECT , ○, L2
London	R1, →, R2, ↑, →
Tokyo	O, ↑, L2, R2, ←
Egypt	SELECT , ↑, R1 , R1 , ○
Calypso's Blimp	START, ↑, ↑, □, L2



Thumper

Washington D.C.	R2, △, ←, ↓, L2
Hangar 18	□, R1, R2, ○
North Pole	SELECT, , R1, R2, O
London	START, START, SELECT, ↑, L1
Tokyo	→, R1, △, ↑, L2
Egypt	L2, START, →, ←, △
Calypso's Blimp	R1, R1, ×, L1, START



Warthog

Washington D.C.	SELECT, L1, ←, START, ←
Hangar 18	START, L1, →, R1, L2
North Pole	↓, L1, START, L2, 🗌
London	R2, △, △, START, ←
Tokyo	△, R2, →, ←
Egypt	□, □, START, L1, △
Calypso's Blimp	R2, L2, ↓, ×, ←

kisten to the soundtrack

Forget about having to buy a separate CD to groove to the Rob Zombie tunes in this game – just put your PlayStation disc into a CD player and set it to track #2. This lets you listen to all of the music and even the character voices from the game.





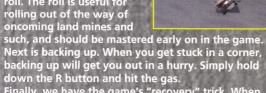




nown as Choro-Q 64 in Japan,
Penny Racers combines elements
of Mario Kart 64 with the old 8-bit classic R.C. Pro-Am. With stunning
graphics, realistic track conditions and the ever-popular four-player option inided, this game can get very addicting, very quickly. It's a bit more "cute" than
bost other racing games, but its unique style and gameplay make Penny Racers a
orthy addition to your N64 library.

Play Control

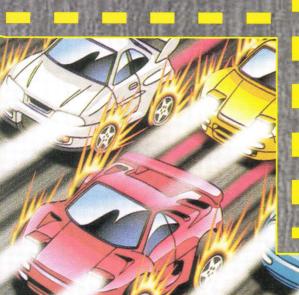
As with any other racing game, the control layout is fairly sim-ple. Gas and Brake are the two main functions, but there are also a couple of other controls that you should be aware of. First: the 90° turn. To do this, hit the R button as you are starting to turn. Hitting the button again while in the 90° turn will result in a roll. The roll is useful for



Finally, we have the game's "recovery" trick. When you're hit by a missile or run into a landmine or another racer at high speed, your racer will most likely flip. When this happens, tap the gas rapidly to get back in the race more quickly.







Choosing

So many vehicles to choose from, so little time. Which should you pick first? It's all about the style! Each one starts out with the same basic equipment; however, off-road vehicles will be better on the off-road tracks to start with, while some of the mean little race car-type vehicles will blow your doors off on a straight racing

track. Unlike other racing games, earning 1st, 2nd or 3rd place results in more than just points or more than just points or a worthless trophy: You get to improve your car! Choose from one of many items or power-ups including different types of weapons, higher top speed, better suspen-sion and bandling or sion and handling or even the ability to choose other types of ve-hicles for different tracks. You also can steal other car's weapons, armor, and the like to build the ultimate super racer!









Penny Racers

In order for you to succeed as a Penny Racer, you will need to equip your vehicle with the latest and greatest items, equipment, and power-ups. Not only are these items essential to the overall performance of your vehicle, but they can make for some pretty funny combinations. Taxi lights on top of a Ferrari, followed by a missile rack? You wanted it, you got it! After taking 1st, 2nd or 3rd place in a race, you will be given the option to grab what you want from the loging racers, or even trade your items for their items. This is the only way to get weapons, different vehicle types and power-ups for your racer. Be aware that certain items will not be available until you race in higher classes. There are several hidden items such as super speed, higher levels of torque and many silly decorative objects. See how many you can find!

Engines come in a variety of types. You can choose between an overall rating, top end or torque. The overall rating greatly affects the speed and acceleration of your racer, with 13 being the highest rating. Top end also affects the speed of racer, but you don't get much for acceleration. Torque directly affects the vehicle's acceleration, but slows down a little as it winds out. The highest rating for top end and torque is 9.

Tires determine how well your vehicle will grip the road and turn. The ratings for tires range from 1 to 3. On-road, off-road and aqua tires are self explanatory, whereas studded tires are for icy roads.

Some of the tracks have deadly hairpin curves, so brakes are also a necessity. Try slowing down every once in a while to keep on the track.

This setting determines how well your racer can steer through bumps and terrain changes. Better suspension makes for a smoother and overall tighter turning radius.

Settings	&Bool Racer 11
(9)	Overal 11
1207	OTTIPE OnRoad1
C	Broke Brake 1
Set Point 00	SUSD Susp. 9 Armor(Spoiler3)
(Part Points C	Devotive Not InUse
Total points 12	Figure 1 Not Inuse
CRS	Hige OK!

Beef up your racer! Armor protects you from getting bumped around on the track by the big boys. Spoilers will protect your rear only, while bumpers provide good allaround protection.

Settings	Racer 11
(9) \$	● Fight Overall1
COT .	O'THOO OnFload1
-th-adder	OSTIGIO Susp. 9
SetPoint 00	MAZINO Not InUse
Partpoints 6	Decorative (Part)
Total points 7	Special Not Inuse
no no	me IONIA

why would I want you decoral your vehicle? Simple. It's all in Why would I want you decorate good fun! Try putting some skis and a rocket on top of your car, just for looks.



This handy item will weigh other racers down, causing them to slow down significantly.



Missiles are similar to rockets, but are the better choice of the two. They fly in a small arc away from your racer and cause a shock wave when they hit the ground, putting other racers' lights out!



Same as the first missile, but this allows you to carry two more than before.



The object of *Penny Racers* is simple: Win by any

means necessary! This is where the weapons come in. The computer can be downright nasty at times, so you must be prepared to defend yourself. As with the power-up items, some weapons are only available when racing in higher classes. There is also one hidden weapon in the game for you to discover.



More of a power-up item than a weapon, this is the ultimate turbo boost.



Also a useful item, this will protect you from pretty much anything including other cars and rockets.



When this is used, three small octopi encircle the rear of your vehicle, protecting it from any rear attacks.



When activated, this weapon shoots a ring of spikes out of the chassis of your vehicle, slashing other racers' tires in the process.



Like the Spin, the ring of spikes encircles you twice instead of once.



This weapon shoots one rocket in a straight path.



This is the same as the first cannon, but it holds two more rockets.



The classic smoke screen. Use it to confuse



Drops three small spikes on the road behind you to puncture your opponents'



Landmine

Landmines can be very dangerous, especially when placed in strategic positions.

Hard to avoid and a good weapon overall, these will most likely decide between first and second place.



These small concrete bricks can be very annoying—especially after the third or fourth time that you hit them, since they are pretty much indestructible.

P

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Penny Racers



Item Selection // Racing Classes

After winning 1st place on each track in each class, you will be able to enter higher classes of racing, where you will be able to use your racer's items to the fullest extent. Be aware that each class has set a limit on how powerful you can make your racer; this is done with "item points." For each item that you choose for your racer, a certain amount of item points are required to use that item or weapon. For example, in Class C you have a limit of six item points. This means that in order to race in class C, you may only use weapons or items with points that total six or less. As you progress to each new class, you will be able to equip your vehicle with more items and weapons according to the following scale:

Class C — 6 points
Class B — 10 point
14 point Class A — 14 pc Class AA — Infinite item points

of the track just after the second tunnel.

TREEKS

Road Type: On-Ro Level:

The first and most basic track, this one should be used to gain weapons, power-ups and other types of vehicles. Race this track until you are confident in your driving skills and have as many items and racers as you want. There are two speed arrows on this course; one on the inside of the track on the first whoel and one on the patride of the first wheel and one on the outside of the track right before the finish line (see photos). Although this track is fairly simple, watch for the computer to take early leads in the upper racing classes.



Track 2: Lake Road Type: On-Roa Level: Norm

This track has some nasty curves! Watch out for the first one right after the start of the race, as a late turn will cause you to drive into the ocean.

two speed arrows on this track as well, the first one being after the first tunnel on the outside of the track and the second being on the inside









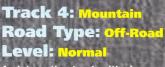




Track 3: Harb Road Type: On-Ro Level: Hard

One of the more difficult tracks in the game, this one has a never-ending gauntlet of breakneck turns and curves. Look for the first speed arrow

just after the first left past the starting line; it's on the left side of the track. At the fork in the road next to the clock tower, take the right path; it can save you a couple of seconds. Watch out for the dead end! Make a fast right instead of hitting the blockade. A bit past the tunnel you will find another speed arrow lying on the left side of the track. As you go into the straightaway, be sure to stay left for another speed arrow. Finally, there is a shortcut right around the corner after the bridge. Stay to the left, then cut back right in between the two buildings for a final speed arrow and—hopefully—the lead!



An interesting track with nice scenery, but watch out for the loose dirt and falling rocks. Look for the first speed arrow just as you pass the tunnel on the right side of the track. Stay to the inside here and take the ramp to avoid the big puddle of water. The last speed arrow lies on the right side of the track just before the finish line.











Penny Racers

Track 5: Ruins Road Type: Level:

This track is pretty straightforward, but has a couple of surprises in store. Watch out for the first speed arrow; driving too fast toward it will result in your racer flipping! At the circle you can go either right or left, but watch for the spikes jutting







out of the road. Just past the circle you'll see another speed arrow sitting on the inside of the track. The big lake in this course is the only part of the game where you need the aqua tires; it will slow you down a tad. Even though there is a final speed arrow here, ignore it and head in between the vertical rock and the side of the mountain to save time.

Track 6: Vo Road Type: of R Level:







By far the most annoying and difficult in the game, this track will try your patience. Right after the beginning as you head out of the canyon, stay to the right for a speed arrow and an early lead. Although you can also take the low road, the high road is quite a bit faster, with another speed arrow hiding on the left side of the mountain curve. As you come into the large open area, you will definitely want to slow down. Just on the other side of the tunnel is a bridge surrounded on both sides by lava! To make things worse, lava splashes up on the track and has the same effect as a missile if you are close. Be cautious! Just past this and through the next tunnel is a bridge surrounded by water. Aqua tires won't save you if you fall in here! The final bridge is suspended across a chasm just past the last tunnel. Hot brakes, anyone? As you come out of the last tunnel, head down to the bottom for a boost of speed, then head back up the side of the mountain to the finish line.

Track 7: Alpi Road Type: Level: Normal







Icy roads can be dangerous, but only if you don't have your studded tires. Put these bad boys on and you should have no trouble with this stage.

Immediately after the starting line, head straight over to the wooden ramp to get a big boost of speed as you head for the tunnel. When you come out of the tunnel, take the left path and hit another speed arrow, heading straight as you jet past the hill. Although there are two more speed arrows here (one on the left and one on the right), just ignore them. You'll slow down if you go out of your way to hit them.

Track 8: Gave Road Type: 13 Level: Norm

Frozen toes! Frozen toes! After coming out of the first cavern, watch for an immediate right to make a sharp turn onto the bridge. As you travel







through the next cavern, be on the lookout for falling icicles and be sure to stay on the inside so you don't fall in the icy river below. Also, watch for a speed arrow on the inside of the track, and another right before exiting the second part of the cavern. One final speed arrow can be found off to the left just before the finish line.

Track 9: Road Type: lgy Ro Level:

Another tough level; this track will need some







practice to master. Watch for a speed arrow just past the start, on the inside wall of the third curve. When coming off the jump after the ship, stay to the right to avoid running into a wall of ice. Look for the next speed arrow just to the right of the black and yellow flag. Look for one final speed arrow as you come out of the undersea tunnel, just past the ice bridge on your right.

After earning a gold medal in each track, you will be able to race in a different class. If you are having trouble with a par-After earning a gold medal in each track, you will be able to race in a different class. If you are having trouble with ticular course, try practicing the course in time trial mode. Learning the contours and corners of each track will defigive you an edge, especially when competing in the dreaded "AA" class. With some persistence, you will be able to the computer racers with ease and locate all the hidden items and weapons!



MAGIC ATTACKS (Long-Range Combat)

easier to miss with, since this attack makes your character

vault over (or move around) the other before attacking.



All of the game's magic attacks are different and behave in a variety of ways. As with physical attacks, you have your choice of three basic moves. The \square button will execute your Speed magic, the \triangle button will execute your Power magic and the \bigcirc button will execute your Wide magic. Speed magic travels the fastest, but delivers the weakest blows. Conversely, Power magic will inflict the most damage but travels more slowly. Wide magic's properties are somewhere in the middle of the other two, depending on the character. Once you initiate a magic attack, you have the option of increasing the level of attack (at the expense of taking more time for it to charge and consuming more of the charge gauge) by immediately pressing additional attack buttons after the first. For example, \triangle is a level 1 Power attack, \triangle , \triangle is a level 2 Power attack and \triangle , \triangle , \triangle is a level 3 Power attack. Note that you can mix up

deep and satisfying

fighting experience on a number of levels.

the buttons for some interesting results: \triangle , \bigcirc is a level 2 Power-Wide attack, while \bigcirc , \triangle is a level 2 Wide-Power attack. You can also do similar combinations with level 3 attacks. The important thing to remember is that the order of the buttons pressed does matter. The first button you press determines the primary properties of your attack, and subsequent button presses simply modify it with either extra speed, power or spreading ability. The only exception here is when you perform a level 3 attack with three different buttons in any order. When you do this, your character will execute his or her special magic attack, which consumes the entire charge gauge.

Press △, ○ for a level 2 Power-Wide attack...

...or ○, △ for a level 2

Wide-Power attack.

After some practice, you'll be able to immediately recognize what type and level of attack your opponent is charging up for before he or she releases that attack. This is because you'll be able to hear the character speak the type of magic either one, two, or three times depending on the level of attack. For Speed attacks,

the character will say, "Til!" For Power attacks, "Asu!" For Wide attacks, "Fo!" It's difficult to get used to because each character pronounces these words slightly differently. The reason why this information is useful is because if you can react quickly enough, you can respond with a magic attack that can overtake your opponent's attack. Here's a chart of which attack you should use when you hear each word coming from your opponent:

Opponent Says	Counterattack Using
"Til!" (Speed)	○ (Wide)
"Asu!" (Power)	☐ (Speed)
"Fo!" (Wide)	△ (Power)



COMBOS

The Combo system in Destrega is fairly simple. Some magic attacks will automatically hit your opponent multiple times. As for physical attacks, combos should always start with up to three presses of the _ button, followed by either the \(\triangle \) button or a fourth press of the D button. (You'll never get away with two △ attacks.) Any press of the \(\triangle \) button will knock your opponent down, as will the fourth Dutton. The button is far too slow to use in any combo. The quality of the combo and the number of hits you actually get in will depend on the position and orientation of both players. Specifically, it will be easier to get more hits in if you're facing the other player's back. In some cases you will be able to deliver a level 1 magic attack just after the your last physical attack to score a fifth or sixth hit. If you decide not to finish the combo with a magic attack, it's a useful technique to follow it up with your character's special magic attack. Even though it technically won't be a part of the combo, the position you and your opponent end up in make it ideal for this kind of maneuver. By the end of the combo, since you've been using only physical attacks, your charge gauge will have had time to fill up almost completely and your opponent will be on the ground some distance away from you. Once your charge gauge is completely full, go ahead and execute your special magic attack. If you execute it quickly enough, your attack will finish charging after your opponent has gotten up and before he or she has had any time to attack (or to get out of the way).



BATTLE TACTICS

A few points you may have missed:

 When the other player gets knocked down, the amount of time it takes for them to get up is directly proportional to how much damage your attack inflicted. While lying on the ground, a character can still be damaged from magic attacks; however, the amount of damage received is very small. For this reason, it's not wise to attack a fallen opponent unless he or she has very little health left.

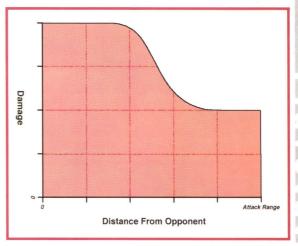


 It is possible to perform magic attacks at very close range. With your charge gauge maxed out, get in close to your opponent and jump. Notice that the gauge changes from red to blue as soon as you leave the ground. If you jump and press an attack button immediately afterward, your charac-

ter will release a magic attack instead of a physical attack, even though you're basically still the same distance away. If you perform this technique with a magic attack that won't knock down your opponent, you can tack it in front of one of the combos discussed earlier for an even more devastating effect. Try it out with Kuga for some really big combos!

 Most magic attacks decrease in attack power as they travel greater distances to reach a faraway opponent. However, this relationship is not linear. Usually,

your magic attack will remain at maximum power until you reach a certain distance from your enemy, at which point its power will drop sharply as you move farther away and eventually reach the limit of its attack range. If you experiment with magic attacks to determine the distances at which they start to lose their power, you can maximize their effectiveness by staying within those ranges when you use them.



- · Physical attacks on inclines are always sketchy. Needless to say, it's always easier to physically attack if you're situated below your enemy on a hill.
- Any kind of attack will inflict 20% more damage if it strikes your opponent from behind.



CHARACTERS

Here's a rundown of all the characters along with some useful details:

- The Physical Attack Rating gives the relative strength of that character's physical attacks. It was computed by taking the sum of the damage inflicted by all three of each character's physical attacks to both the front and back of an opponent.
- The Speed Rating gives the walking speed of each character. It was computed by measuring how long it took in seconds for each character to traverse a section of ground, so smaller numbers indicate faster speed.
- The Damage column in the Magic section shows how much damage one projectile inflicts for a given magic attack at maximum power.
- The Range column gives the relative travelling distance of a projectile before it disappears. 6 is roughly equivalent of the entire width of a battle area.
- The Special Properties column gives additional information about the given magic attack. If a magic attack is composed of only one projectile and doesn't behave in any special way, then nothing is listed. Note that all magic attacks described are assuming that the attack is performed from the ground. Some attacks change slightly when the player is in the air. Here's a quick glossary of some of the terms I'll be using in this section:

Regular..... Projectiles are emitted in an even and identical pattern every time the attack is performed.

Random...... Projectiles are emitted in a random

pattern.

Sequential...... Projectiles are emitted one after another.

Simultaneous... Projectiles are emitted at the same

Napalm...... The attack begins with the projectiles in the air and arcs downward toward the ground. It continues toward the opponent after hitting the ground.

Reflective...... Projectiles will reflect off of any wall they run into.

Arcing...... Projectiles will change direction in mid-flight after covering a pre-set distance.

The above properties are in addition to the natural homing ability of each attack.

Physical Attack Rating—98 Speed Rating—4.8

	Magic₹			at T
*	Туре	Damage	Range	Special Properties
		24	4.5	arcing
	\triangle	35	2	
	0	24	3.5	5 projectiles, regular, simultaneous, arcing

February 1999

44





Physical Attack Rating—104 Speed Rating—4.4

Magic V

Туре	Damage	Range	Special Properties
	22	6	
Δ	36	3	napalm
0	22	4	3 projectiles, regular, simultaneous, reflective



Physical Attack Rating—123 Speed Rating—4.75

Magic V





Physical Attack Rating-Speed Rating—4.0

Magic V



Type	Damage	Range	Special Properties
	18	6	
Δ	22	3.5	napalm
0	20	2.5	3 projectiles, random, sequential



Physical Attack Rating—91 Speed Rating-4.4

Magic V



Type	Damage	Range	Special Properties	
	6	6	3 projectiles, sequential	
Δ	34	4		
0	20	4.5	3 projectiles, regular, simultaneous, arcing	



Physical Attack Rating—112 Speed Rating-4.8

Magic



25		9		
1	Type	Damage	Range	Special Properties
		20	6	
	Δ	40	3	
	0	24	3.5	3 projectiles, regular, simultaneous, arcing



Speed Rating—4.4 Magic



Type	Damage	Range	Special Properties	
	8	6	2 projectiles, sequential	
\triangle	22	5	2 projectiles, sequential	
0	22	5	3 projectiles, regular, simultaneous	

Physical Attack Rating—104 Speed Rating—5.2



IVI	agicy			
Type	Damage	Range	Special Properties	
	20	6	damage doesn't	
			decrease with distance	
Δ	36	4		
0	28	1	covers limited area but usually hits multiple times	

Physical Attack Rating—85 Speed Rating-4.4



S HARCI	· magic /				
Туре	Damage	Range	Special Propertie		
	16	6			
Δ	30	3.5			
0	20	4	4 projectiles, random simultaneous, arcing,		



Physical Attack Rating-Speed Rating—3.9

Magic



damage doesn't

decrease with distance

0	Type	Damage	Range	Special Properties
į		20	6	
۱	\triangle	34	3.5	
	0	22	2	3 projectiles, regular, simultaneous, napalm



Speed Rating—5.5 **Magic**



Type	Damage	Range	Special Properties
	22	6	
Δ	42	3.5	
0	27	4	3 projectiles, regular, sequential, arcing

Physical Attack Rating-112 Speed Rating—4.4 **Magic**



Damage Range Special Properties 3.5 38 27 2 2 projectiles, regular, simultaneous, arcing

STORY MODE

Here's a chart of all the battles you'll face in Story Mode. Note that at certain places you'll have to complete two battles in a row before being able to save.

-		
Battle	Characters	Save After Battle?
1	Grad vs. Relics	yes
2	Teem vs. Relics	yes
3	Grad vs. Relics	yes
4	Serea vs. Relics	yes
5	Anzeal vs. Relics	yes
	Grad vs. Relics	no
7	Serea vs. Relics	yes
8	Teem vs. Relics	yes
9	Grad vs. Relics	yes
10	Serea vs. Relics	yes
11	Teem vs. Grad	yes
12	Kuga vs. Relics	yes
13	Serea vs. Milena	yes
14	Grad vs. Milena	yes
15	Serea vs. Relics	no
16	Serea vs. Relics	yes
17	Teem vs. Doil	yes
18	Grad vs. Relics type 2	no
19	Grad vs. Relics type 2	yes
20	Doil vs. Relics type 2	yes
21	Teem vs. Laon	yes
22	Milena vs. Zauber	yes
23	Grad vs. Zauber	yes
24	Grad vs. Falma	yes

ALTERNATE COSTUMES

To choose any character on the Player 1 side in his or her Player 2 colors, just select your fighter with the \triangle button at the character-select screen.

SECRET CHARACTERS

Whenever you finish the game in 1P mode with a particular character, you'll be able to access a secret character from Koei's previous PlayStation fighting game, Dynasty Warriors! At the character-select screen, highlight the fighter you used to beat the game and press START to choose that character's Dynasty Warriors alternate according to the following chart:

Destrega Character Used	Dynasty Warriors Character Accessed
Rohzen	Zhuge Liang
Fahlma	Zhou Yu
Doyle	Zhang Fei
Reyus	Lu Xun
Couger	Xiahou Dun
Gradd	Zhao Yun
Celia	Diao Chan
Tieme	Taishi Ci
Anjie	Xu Zhu
Milena	Sun Shang Xiang
Raone	Guan Yu
Zauber	Caocao

In addition, if you beat the 1P mode with Doyle and Raone, you can find two additional Dynasty Warriors characters by starting a game in 2P mode and having both characters choose Doyle or Raone with the START button. If both players choose Doyle, Player 1 will get Zhang Fei and Player 2 will get Dian Wei; if both choose Raone, Player 1 will get Guan Yu and Player 2 will get Lu Bu.



elcome
back! This is
the second
installment in our
coverage of Lara's
continuing saga.
There's still a lot
to go over, so
let's get started!

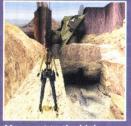
by Anatole Brown

S JONES OF THE PART 2 Part 2





Watch for the two vultures and the snake in the grass. Make your way through the cave, then slide down backwards and grab the end of the first ledge. Shimmy to the right and drop down safely to the first secret area. Push the block out to exit.



Move out to the high canyons. Duck—it's a stealth bomber! Jump to the right ledge and make your way around. Watch out for the snake in the bush!



At the end of the path, jump on the sloping surface and slide down backwards to grab the ledge. Shimmy across and drop safely below. Do a long jump across to the jutting cliffs. Kill the snake, then dive into the long chute to the water below.



You'll arrive at an area between two canyon walls with a pool below. Jump into the pool for tons of items. Climb out of the water near the waterfall, then climb up and do a running jump to the other side. Now jump back to the other side and climb the wall.



You'll end up where you started. Start hopping around the canyon walls by jumping to the right ledge. At the end, jump across the pool to the other side. You can climb the face of the wall down to a shimmy spot which leads you into the second secret area.



After facing the snake, you will see Stealth Bombers fly overhead. Right at that spot, you will see a sloping triangular rock face. Jump over it, slide down and quickly grab the ledge to shimmy across and hoist yourself up to the crystal.



Drop down and grab the ledge directly below. Use the patterned ceiling above and monkey-bar your way toward the waterfalls. Climb to the top of the wall by the waterfall and do a backflip to the ledge behind.



Now face left and jump over the sloped platform, sliding and jumping to the other side. Use the jutting platforms to get across the water and reach the patch of land ahead. Look for a small crawlspace that will lead you to the third secret.



You'll see a giant machine ahead. Watch for the thug behind it and find the ladder to climb up. Follow the aqueduct to the other end.



There are two levers in the pool. The lever to the right opens a gate directly across it to reveal rockets. The lever behind the rocks in the far corner opens the floor gate in the water. Enter the opened floor and pull the two levers inside, then you can follow the tunnel out to the surface. At the end of the hall is a lever.



You'll notice that a dry path is now available after the dam blocked off the flow of water. Follow the path, drop down and head to the big machine area. You'll find some items along the way, including rockets in a cove behind a waterfall.



Find a path near the machine and follow it to the cage, which is now open. Kill the thug and grab the Detonator Switch, then head back to the canyons and detonate the TNT box. Be sure to jump quickly out of the boulder's way when you hit the explosives.

ation





Climb up the debris and out to the high security compound. Follow the fence around to the right and crawl into the crawl space. Jump up and grab the ledge above instead of dropping below. Inside a is a pool with two levers; pull them both.



Now head back out to the fenced area and enter the cave to the left. Kill the snakes and enter the open door to flip a switch. Now head back to the crawlspace; this time, drop down to another crawl space that takes you to a tower.



Kill the guards, then climb up the tower and jump in the water. Climb out and do a running jump to land on the roof of the fenced-in building. Kill the guards and enter the warehouse to get on the dune buggy.



Use the dune buggy to ride up the big silver ramp to the roof. Grab the Generator Access Card from the roof and use it to open the room in the office.



Hit the switch in the office to disable the electric fence. Now you can open the gate, ride through the cave, blast up the rock ramp and sail over the fence to finish the level!



Lara finds herself in a holding cell once again, just like in Tomb Raider II. Trip the lasers by the window to let the guard in. Run out and open the other cells to let the other prisoners out; they will beat the guard down for you!



Find the far left cell with a passage behind the sink. Push the block once, then crawl through and push the revealed block twice. Go to the first block and pull it twice, then go back around to find the secret. Pull yourself up to a passage outside. Run and jump over the barbed wire pit.



Use the walk button to get through the barbed wire at the end and hit the switch. The floor hatch will open, revealing a ladder. Don't go all the way down to the wire pit; instead, move to the left and drop down to a dark path. Follow the path around and you will drop down again to find a hatch.



Hit the switch to open the door and let all the thugs in; they'll take care of the guard for you. The guard will leave a Keycard Type A. Use this keycard to open the gate. Head down the hall and make a left, then hit the switch and enter the bathroom.



Go through the door at the end of the bathroom. You will enter an area with a few crates. Push and pull one of the crates around to gain access to the hole in the ceiling. Hit the switch at the end of the hall to fill the crate room with water; this allows you to swim through to the other hole you couldn't reach before.



Jump over the hole below the stove is on. Head down the path (over the barbed wire) and drop down into the room below. Hit the switch and the stove will turn off. Now head back and drop down to the stove top.



Hit the first button and a guard will come out. Head down the hall to the right and hit the switch there to let the thugs out. If you can get the guard to chase you into the cafeteria, the thugs will jump him. Head into the room where the guards came from and hit the switch to open the fan vents in the kitchen.



Be careful as you move past the fan blades. Jump across to grab the shimmy spot, move left, then drop down and jump across to the other side so Lara can stand safely. Climb up, crawl through and go up the ladder. A prisoner will open a hatch for you; drop in.



A guard will greet you at the top of the slope. Keep running to the right and fall into the floor. Open the holding cell doors and let some friendly thugs save you from the guard. The guard will leave behind Keycard Type B. Go back outside, use the keycard, enter the room and hit the switch to turn off the green lasers.



Now that the path is safe, head over to the ladder and go down. Make a left after the ladder and fall down into another area with holding cells. As before, release the prisoners so they can do their business. Grab the Yellow Security Pass from the dead guard, then head back out the hallway to an outside area with anti-aircraft guns. Insert the security pass to open the door.



tatio



Make your way around the aircraft and down a yellow path. You can either take the crawl space and avoid the guard ahead, or—bet-ter yet—head down the slope and over the block to hit a laser switch. Watch the guard fry!



Go toward the satellite dish. Right before the dish, there is an opening to the left. Do a back flip into the opening. Find the switch that opens the dish, then dive into the hole and get out of the water. Hop around the perimeter to find a crawl space patterned with circuit boards. Crawl through and hit the switch, then go in the water and swim to another circuit board crawl space.



Go around the tower and up a ladder. Take the hall to another crawl-space. Grab the Yellow Security Pass at the end. Head down the ladder near the dirtcovered tunnel. You'll end up in a room with a huge window overlooking the water below. Insert the security pass.



Now you can enter the hole in the pool without getting sucked in by the fan. Grab the crystal and pull the lever at the end. Swim through, but be very careful of the yellow lasers that line the surface of the water at the other end. Jump into the next pool and head to the warehouse area.



Climb over the crates and hit the switch to open a door. The new room will have a bunch of weapons. It's time to rock! To find a secret, head back through the pools, go back to the tower and climb up the ladder on the wall. You'll see a guard; kill him and take Keycard Type B to open the door just ahead.



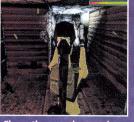
Head back out to the warehouse area and over to the back gate. Kill the guards and dogs, then climb up the ladder. Hit both of the switches. The conveyor belt will deliver a crate for you to climb up on.



From the box, use the ceiling to get across to the stairs. Kill the guard and take the Yellow Security Pass. Get back to the warehouse and use the pass to gain access to the next area. Head into the storage space to the right of the truck. Kill some enemies-you'll find grenades amongst the crates—and enter the back of the truck to end the level.



Area 51



Chase the guard around the hall and kill him before he hits the switch on the wall. You'll have access to an MP5 as long as he does-n't set off the lasers. Push the button and enter the crawl space.



Pull yourself up into a dark area. Stay low so you don't get fried by the revolving laser. At one end is a large health pack (if you're feeling brave). The other side is the way out. Release the prisoner in the next area and kill the guard before he activates the lasers. If the lasers are activated, you can use the crawl space to the right to get through.



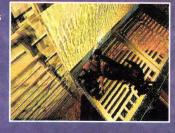
Head down the next hall and kill the guard. At the end of the hall is a switch which which opens a hatch, dropping you down outside. Kill the guard with the laser-scope before he releases the dogs Grab the items in this area and drop down into the middle section; there you'll find a lever that drops you down even lower. If you killed the guard above before he released the dogs, a secret crawl space will be available.



Crawl through the other space and enter a hall with a guard. There's a prisoner you can release on the other end. These prisoners aren't as strong as the previous guys, so don't expect too much help! Find the crawl space at the other end of the hall so you can bypass the trip lasers.



Kill the guard at the end of the hall and peek into the monitors to see others waiting. The middle door will close as you approach it. Be ready for the two guards that pop out of the side doors. Hit the switch and go through another crawl space, then go past the lasers and kill the oncoming guard.



In the next area there's a guard up in the rafters. Shoot him down, then use the ladder to get to him and frisk his corpse for a Code Clearance Disk. Now go back down to the missile/warhead room. Jump over the green trip lasers and insert the disk into the computer; the missiles will lift. Oh yeah; there's also a secret wall you can shoot out with your guns on the platform near the consoles.







Climb up the large block, being careful not to get hit by the swinging crane. Jump onto the deck below and do a running jump to the ladder across. Climb and do a back flip to the surface behind you. Kill the guard up there, then go get his Hangar Access Key.



Go back to the silo area and go through the door. Keep going without dropping down in the hole. At the end is a hole for the Hangar Access Key. Use it and enter. Kill the guard and jump down near the monorail tracks. Climb the ladder at the left end and hit the switch to release a train.



Get back down and crawl under the tracks to a ladder. Climb up, grab the items and jump on top of the train. Now look up; you'll see a ledge that you can hoist up to. Grab the ceiling above to avoid the falling floors. Quickly—but carefully—follow the revolving lasers and drop down at the end. Climb down the ladder, then jump across the tracks to the platform and eliminate the guard there.



Kill the guard before he sets off the security system. There are two switches on the two opposing platforms. Get on the machine in the middle to jump to them. Each switch will open the two doors to the next room, but they are timed so you'll have to be quick. Each switch also sends out a guard; you may have to hit each switch twice in order to make it through before they close.



In the next room there are five switches. Turn them on in the following order from left to right: off, on, off, on and on. The door above will open. Head back to the UFO room.



Hit the switch near the ladder, then climb and do a back flip to a surface behind. Jump around the perimeter of the room. The jutting ledges may be sloped but Lara can land on some of them. Drop down to the ledge below and jump onto the UFO to get the Launch Code Pass.



Now head back to the silo area. Go through the hall and into the hole that drops down. Enter the launch room and use the code pass. The glass plate will open, allowing you to push the button. Save the game here! Press the button, do a flip and run out the open door and down the hall before you get toasted! If you remember *Tomb Raider II*, you know that you gotta start moving even while you're watching a cut-scene!



Go back into the empty silo. The ladder now allows you to go all the way up to the top. Crawl through the laser-protected corridor and climb outside. Kill the guards and enter the room to the right. Kill the guard in there and grab his Code Clearance Disk. Next, hit the switch and head back to the UFO room.



Enter the control room by the UFO and use the code disk. Check out the alien autopsy (real or fake?) and grab some items. Keep heading out to the whale aquarium, grab some items and say "hi" to the crucified alien. The entrance to the secret aquarium is up in the rafters above the UFO. Instead of dropping down to the platform above the UFO, run and jump to the open path in the wall and avoid the lasers.



Now get back to the UFO and enter it from the bottom. Go up to the next level of the craft and kill the guards. Grab Element 115 in the center console and the level ends!

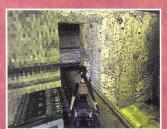
Thames Wharf



Right at the start, jump over the roof and into an area below. Grab the items, climb over the wall and jump onto the crane. Follow it to the end and jump to the right. If you drop down now, you'll see a hole near the barbed wire below. Enter the hole for a secret—but watch for the rats!



Head back to the starting point and drop down to the steel platform towards the crane. Drop, grab the edge, then drop below and immediately jump and grab the other side. Push the button to raise the platform on the other building.



Make like a monkey and swing across to drop down on the block. Grab the bar and zip across to the other side. Quickly grab the edge and drop down below to grab a shimmy spot. Move to the left and climb up onto the platform you raised earlier. Kill the guard and hit the switch.



Enter the dark room and hop over the falling platform to the other side. Kill the rats and head around the corridor to kill a guard. Grab the Flue Room Key from his body. Start going down into the dark void below by jumping and dropping down onto the platforms. At the bottom, grab the crystal and hit the switch near the ladder.



tatio



Back outside, drop down to the platform below. Look up above the green door; there's an opening! Jump up, grab the opening and shimmy to the right. There are secret items in three holes. Go back to the platform and find the crawl space above. Climb through to the other side and push the button on the block.



Crawl back to the other side and drop down to the ground below. Kill the guard with the laser scope and grab the save crystal. Climb the blocks up to the platform and use the ladder to go back up to the top (the starting point). Drop down to the platform right next to the bridge. From there, do a long jump to the other building.



Grab the wall and start shimmying across to the right.
Climb up into the upper level, do a jump to the other building, then push the switch that you exposed earlier. The scaffolding will now be raised so you can access the hole for the Flue Room Key. Watch the flames as you head out.



Head back to the previous spot and take the lower path to the hole where the flames used to be. You'll find a secret area if you jump up to the area just above the hole. Enter the hole and out to the scaffolding side again. Jump across to the hole on the other side and make your way into the next puzzle set!



Push the switch to fill the second tank down the hall with water. Enter that tank and pull the underwater lever to open a floor hatch in the first tank. Climb out, hit the switch outside again and enter the first tank to enter the opened hatch. The swinging blades are now relaxed because you reversed the flow with the switch outside.



Climb down into a dark room. There's a strange vehicle with electric blades running loose. Grab the steel mesh crate and pull it out. Push and pull it around to the right side of the fuse box while dodging the vehicle. The vehicle will have no place to go and crash into the fuse box and short out!



Head back into the main room and hit the exposed switch plus the first coverless switch. Dive in the second pool and swim to the entrance that leads to the third pool. Kill the guard and hit the switch to uncover the next switch in the main room. Use the monkey bar action above the steel platform since now the water is gone from the third tank. You'll end up in the second tank.



Hit the uncovered switch to fill up tank three. Enter the opened hatch in tank three and swim all the way through the tunnel to a large pool. Find a small opening and climb out, then take out the guard and climb the ladder.



Don't be intimidated by the barbed wire; just use the walk button to get to the steel platform and hoist yourself up. Now jump to the other barbed wire area—don't worry, you'll grab the ledge and slowly pull yourself up. Jump up to the roof and head for the steeple.



Eliminate the guards by the steeple and enter it. There's a stone column in the center that can be pulled out. Climb up the block to the roof, jump across to the right and find the secret Cathedral Key. Get back to the steeple area. The exit for this level is on the other side of the steeple, through the parted fence. Instead, head to the left of the parted fence and climb down to another secret area before exiting.

Aldwych



This is a pretty lengthy level, so hang in there! As soon as the level starts, Lara will be falling. Make sure you have the × button held down so you can grab the ledge below. Grab the items and drop into the water.



Down the hall you'll see a boarded-up window on the right which you can shoot through. Grab the crystal and head up the wall. You'll be up in the roof area with a lot of items. Kill the thug, then go around to the back and pull the stone block out once.

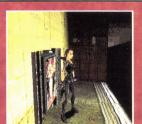


Drop down to the ticketing area and defeat the torch-wielding thug. Hop to the next ticketing machine, then jump up to the block you just pulled out and start climbing. Climb down the next hole and you'll be behind the token booth, where you will find the Maintenance Key.



Now head down the escalators on the right side. At the bottom of the escalator, jump across to the big mud pile and onto the train platform. Do not enter the tunnels or Lara will be nailed by a train, just like that lady in the Banned from Television video! Use the Maintenance Key and enter. Grab some items and turn on the lights.





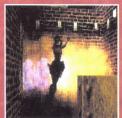
Go back out to the platform and find the Old Penny that's near the lit-up poster. Now jump into the pit right before the escalator to enter the subway tunnel. Head to the side with the white light. There's a doorway to the right. Dash in there before you get smacked by the train.



Enter the storage room with the crates and take care of the enemies in there. Climb up and jump across to the other crates to find a square opening with a switch between the crates. Hit the switch to turn on a light, then head up and jump up to the wall; you can climb up. Use the steel ceiling above to get across to the other side.



Now for the tricky part. Save your game here, 'cause it'll take some practice to avoid the giant grinder! Slide down the slope backwards and grab the edge. Drop down to the brittle platform and immediately do a left side jump. When you slide down to the edge, jump and grab the platform across. The platform will break and drop you down. Let yourself fall and grab the edge below. On the sloped platform, hoist up and do a back flip to the platform behind. Whew! There's a secret area in the pit just below.



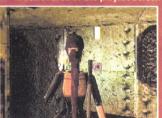
Start heading back up!
Climb the grated wall
and time your moves to
avoid getting burned by
the spewing flames.
Head up the next grated
wall and do a back flip
onto the platform behind
to hit the switch that
opens the hatch in the
crate room.



Head back up to the grinder area and you'll see that you can now walk across on top of the grinder. You will find Solomon's Key on the other side. Now head back to the crates and enter the newly opened hatch.



In the next area there's a couple of closed doors and stairs. Find the collapsible floor and drop down. Pull the block and climb back out. Drop down into the open hole. Go down the hall and go through the crawl space.



There are two buttons here and three doors in the pool room around the corner. Hit the button on the right and sprint around the corner to the farthest door. These doors are timed, so it'll take some practice to make it through. Press the switch inside and take the hallway back around to the buttons.



Hit the button on the right again and now sprint to the middle door. Climb up the opened hatch and hit the switch in there. Now go back out and push the left button and sprint to the left side door. You can now jump up and grab the ceiling to get across and grab Solomon's Key. Now jump in the pool and head back to the ticketing area.



Find the ticketing machine without a glass covering. Insert the Old Penny and a ticket will drop to the floor. Now go down the left set of escalators. Head all the way down to the end and you'll see another boarded-up window that you shoot for secrets. Climb out and go out to the platform.



Jump down to the train tracks and start heading to the red lighted area to the right. Use the sprint button and pull out your guns to shoot the thug. Follow him into an open door before you get decked by the oncoming train. Hit the switch inside and go out to the first door for a crystal. Now enter the last door and press the button.



Here's a little puzzle. Go to the far back corner; you'll see two buttons on each side. Push the one on the right. Go toward the door you came in; to the left is another switch you should push. A new area with two buttons is opened to the right when you stand with your back to the entrance. Hit the button to the left and start heading around the dark hallway you opened.



You'll see some paintings that lead the way to a large gallery. You can jump in the red curtain above the falling platform to get an Ornate Star. Use the two Solomon's Keys in the podiums to open the door with the two swords. Go in the door—while watching for the falling floor—and grab the Masonic Mallet.



-

Head into the opened room and jump into the corner of water. Swim to the other side and you'll reach another pool. Climb out and jump off the big block to grab the shimmy spot. Crawl through and grab the grating above, then place the Ticket in the ticket gate. Kill the thug, then use the Ornate Key to enter the booth and climb up the hole for secrets.



Go back into the burning room, head down the escalator and break the bar on the door with the Masonic Mallet. Push the button and hop up to the level above for a secret. Drop down into the blue hallway and go all the way down to the next subway platform. There's an item in the far mud pile and another atop the train.



Go back to the hall and drop down the hole. Crawl through and enter the train. Push the button inside, then exit the train through the opened hatch. You'll end up in a hallway with some more thugs.



The slope leads to the level exit, but right before it is a room with two switches. Hit both of them, then go back through the train and into the station, where you'll find an open door with more secrets. Hit the switch in there to open a train door in the new room and make your way back to the slope to exit.

strategy



Lud's Gate



Don't shoot the thugs in this level! They're here to show you the way. Follow one of them down to two doors. The one on the left is a trap, but it does contain the first secret; just jump up to the ledge above before you get spiked and shimmy to the right. The right door is safer and takes you directly to the climbing wall.



There are two platforms behind you as you climb up. The wall is marked with two lines. At the first line do a back flip, then flip around and grab the ledge for the secret. At the second line, do a back flip to access the crystal. Now get back on the wall and climb up, then crawl through and jump up into the hole above.



You will find yourself in a room with a block that's covered in hieroglyphics. Pull the block out, then push it to the other end. The large stone wall will come down in the hall to reveal a huge puzzle room.



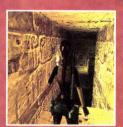
Enter the structure by climbing up the blocks and up the ladder. Push the block inside once. Climb out and run across to grab the big block. Turn around and get up into the crawl space to get back in the first room. Move the first block again to its original position.



Go back in the puzzle room and grab the monkey bars to get to the switch in the corner.



Climb up the blocks again and use the platform to get to the switch. The switch will add another section to the climbing wall so you can go all the way up. Get to the top and make your way around the room by jumping from platform to platform.



Slide down the sloped ramp and jump at the end to grab the other side. Enter the area that you opened by pulling the block earlier.



Jump on the breaking platform ahead, then quickly jump and grab the ledge on the other side. You've finally found the Embalming Fluid for that weird "King of the Underground" dude! Crawl through and drop down into a hall with guards.



Find the crawl space in the dark corner and go through. Kill the guard and drop into the hole. Grab the ceiling and make your way over the sphinx. As soon as the camera angle changes to the "far" view, let go and drop down. Jump to the platform under the triangular portion of the ceiling, grab the item, jump to the podium, then to the sloped platform, slide and grab the ledge to the secret. Jump to the sphinx and get down. What happened to his nose?



Go up the stairs and get up to the ledge. Look for the secret crawl space across the way. Pull the block out and use it to climb up. Go down the hall and you'll end up between two blocks. Push the first one out of the way and pull the second block twice.



Back to the thugs' lair. Go up to the throne area and place the Embalming Fluid on the pinkish altar with Egyptian symbols. Fall into the opened hole and into the water. Get on the scuba vehicle. There's a breathing hole and a ton of items down here. After you stock up, move on until you surface from the deep.



Get out of the water and dive into the next pool. Pull the underwater lever, swim up the opened hatch, then get out and hit the switch. Dive back in and swim through the new hatch. Come out to the crates and you'll see the diver run away. Kill the guard and grab the Boiler Room Key. (Sound familiar, TRII fans?) There's a secret hole in the dark waters.



The narrow strip of water near the dead guard is where the scuba dude is. Dive down and lure him out to the surface and blast him. Do the same for the crocodile swimming past the tunnel. Get on the scuba vehicle and attack this next complex puzzle.



The next area has a two-floor structure with different colored windows. Enter the yellow colored opening next to the one with the vehicle and the dead guy to establish the breathing hole. Swim down and pull the lever down on the first floor. Get some air, then go through the green window and pull the lever in there.





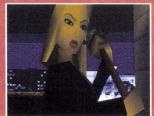
Go through the hatch in the red window and pull the lever in there. A bunch of divers will appear. Use your cool vehicle's harpoon gun and kill 'em all. Go down and through the opened tunnel and come out to the flaming platforms. Pull the underwater lever and get across.



Standard stuff here; just avoid the piston. Grab the ceiling and go across to the hole behind the sheet of water. Use the Boiler Room Key and enter the door. Hit the switch, get back in the water to enter the last red window and go up the tunnel.



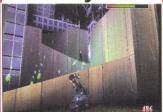
Almost there! Jump across while avoiding the swinging pendulums to the other side. Nail some baddies in the hall, then look up and climb up to the next level.



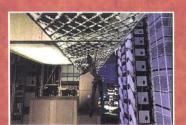
Do a long jump to the opening of the other building, then drop down and grab the ledge. Crawl through, then jump to the other crawl space and end the level.

Are Sophia and Lara related, or do all of the girls in the *Tomb* Raider world look like that?

The City



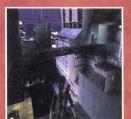
Get out of the office and into the cold. Sophia is blasting her magic wand at you from the rooftops. Keep moving at all costs and make sure you have some health packs. There's no way you can kill her with your weapons, so don't even try. The main mission is to start heading up to where she is.



Go up the ramp and up on th block to grab the bottom of the bridge. Make your way across quickly before she starts firing again. Turn around and get up over the bridge. Climb over the block to your left and grab the left edge. Shimmy across and grab the lower spot to get the secret items.



ou'll start from the bot tom. Work your way up and push the switch at the far end this time. Now you can climb up the ledge.



through that crawl space. Jump up over the crawl space and jump to the other side.



It's time to shoot the fuse box and fry Sophia for good. Use the platform just to the right of the bridge to jump to the other side without being electrocuted.



Climb over the block and hit the itch to turn off the power. Grab the Eye of Isis and you're done!



Antarctica



It's mighty cold in these parts, especially when you dive in the water. Lara's hypothermia meter will tell you how long she has before she dies in the water—and it's not long! Make your way down the right side and all the way to the back by jumping and swimming. You'll reach a spot where you can grab the ceiling and drop down onto the back end of the ship.



Drop into the ship and kill the lame dudes inside. There's a lever behind the generator that opens a hatch in the floor in front. Drop down and head down the hall, pushing the button to enter the next area.



Go down the hole and and make your way to a switch that'll drop the lifeboat out-side. Head back to where you first entered the boat and climb up to the next level in the room near the generator.



Go out to the front of the ship and go around the deck on the side facing the glacier wall. You'll find a spot where you can jump into the secret cave. Now drop down the front of the ship and get on the yellow boat



Head down the water path and stop when you see an opening to the left. There's a secret area in there. Get back on and keep going until you come to a hut and a guard. Kill him and look up to see the rafters above; you can use them to get across.



Kill the wolves and the guard in the next area. Enter the dark tunnel and kill even more. When you come out of the tunnel you'll see a building with the RX-Tech logo. Push the button on the wall and head to the hole in the ground with the pipe sticking out of it.



Jump down into the hole. Ignore the valves for now. Keep going to the end and climb out. Once outside, head through the tunnel and you 'll see a fenced-in building with dogs running around. Push the button on the fence.



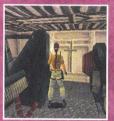
Cross the bridge. There's a wolf in the pit with some items if you drop down. Now go through the cave near the hole with the pipe sticking out. Enter the next building—watch out for the slamming doors. In the building, push the button to open a new area and grab the crowbar.



Go back through the dark tunnel and climb up the rafters by the RX-Tech logo above. Hit the switch and use the crowbar to open the door. Make sure you pick the crowbar up again, 'cause you'll drop it! Grab the ceiling and go across. Drop into the hatch.



Look at the wall; you'll see a poster that tells you the order in which to turn the valves in the pit you were in earlier. Hit the switch and go outside. Go in the hole with the pipe. From left to right, turn the second and fourth valves.



Drop the lever by the generator; now all of the doors that are next to the switches you hit will be open.



Go back to the fenced building with the dogs and enter. Grab the Gate
Control Key inside. Now go all the way
back to the hut by your lifeboat. Use
the crowbar to get in. Kill the dude and use the key to open the gate.



Drive the boat through the gate and stop right here. Dive into the underwater hole to the right and grab the Hut Key. If you head back to that hut at the beginning of the level, you'll be able to open it and find secrets. Otherwise, you can just keep going until you get to the hut at the end. Walk around the back of the hut and the level ends.





Look up the wall and you'll see a spot that you can climb into. It may seem like there isn't an exit through the next set of halls, but there is. As you make your way around the halls, you will hear doors open and close behind you. When you hear a door close and the door behind you is still open, backtrack down the hall-way and you'll see the crawl space.



Get down into a caged area and you'll see a guy torch some hapless deformed crea-tures. Hit the switch and go through the opened hatch. Kill the flamethrower dude and head out to the mine cart area.



Head up the ramp and enter the room and hit the light switch. Watch out for the Resident Evil-ish zombie guy. He'll spew yellow poison, like the green reptiles we saw earlier in Madubu Gorge. There's a secret if you go up to the roof and hang on the ledge, then do a back-flip/turn-around/grab to the little hole above.



The best order in which to handle the three mine carts is to start with the one on the middle tier. Get in and get ready to work the brake (

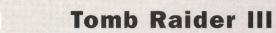
button) to keep your cart from going out of control— but don't overdo it because you'll need momentum to make it over the gaps. Use the × button to hit the switch with the wrench so you can get off.



Kill the weirdo and crawl through. Face backwards and slide down the slope; if you grab the edge to drop down, you won't take as much damage. A giant beast will come attacking, so don't drop your guard! Hang on the ledge, drop down, then shimmy to the left and go through the pass.



bridge to grab the crowbar. Jump around the perimeter of the room.
There is a hard-to-see shimmy
ledge that will take you to that green opening in the wall. Throw the switch in there to open the secret area. Now go to the ladder and climb up.





Go past the giant ice-cutters, being careful not to get mowed down. Now get back to the mine cart and keep going. Make sure you hit the switch to change tracks. Back at the main area, head around the corner and use the crowbar to smash the bar across the door. Enter to grab the Lead Acid Battery. Go back to the first secret hole to access the second area you opened earlier.



Get on the cart at the bottom floor. Get off at the next stop, go down the corridor and hit the switch. Kill the sick man, go under the pass and collect items. Next, get out, go up the ladder and hit the switch at the end of the hall.



After killing the monster, you'll see a crane. Dive in the water by the crane and grab the Winch Starter. Get out, go down the corridor, jump over the hole and get back to the cart. Use the duck button so Lara doesn't get bashed by the banisters.



Next you'll come to another giant crane. Use the battery and the starter on the crane. Dive down deep into the pool. You gotta be very quick to swim through and go up the green shaft. Cross the bridge and kill the guy on the other side. There's a secret in a nook in the pit below. Go to the building, press the switch and go inside. This level is done!

The Lost City of Tinnos



Look for the ladder, then climb it and pull the lever. You can jump to the crystal on the platform across the way through one of the windows. Now head down and go through the open doors to grab the Uli Key.



Use the Uli Key by the gate and enter. Climb the wall and you will see another window. Drop through the window and hit the lever on the ledge. Climb back in the window, slide down the long slope and pull the lever in the next room. Now a ladder has become available downstairs.



Head to the door in the corner of the room and climb up the newly formed ladder. You will see a series of wall switches. Push them in the following order from left to right: on, on, leave off, leave off, then on. A gate will be opened.



Giant mosquito-like monsters will come and sting you. The bridge is broken, so you'll have to jump to the left where the crystal is and jump to the other platforms. There are invisible platforms above that'll take you to a secret. Use your flares to light them up.



Get down to the other broken half of the bridge and kill the monsters ahead. Go past the swinging torches and pull the lever in the corridor. Enter the gate; now it's time to battle three of those beasts you saw in the RX-Tech Mines. Use your most powerful weapon. Enter the cage next to a big block to pull the lever.



Use the block to climb up.
Crawl through into the next area. The best way to tackle this puzzle is to first drop down onto the platform below. Make your way to the platform with the block on it. Go into the crawl space and pull the lever in there.



Go across to the next platform with a crawl space and pull the lever in there. Go back to the platform with the block and you'll see a new platform down under. Jump down to it. Go down to the floor and throw the switch near the ground.

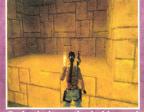


Go up to the new platform and pull the switch. You'll drop down to the lower platform. Make your way to the very first lever in the crawl space and pull it again. Go to the platform jutting from the middle of the wall. Stand right in the middle of the platform and do a single jump to the platform under the ledge.



A

Grab the ceiling and go across to pull the next lever. Now make your way to the lever over the blocks on the first platform you dropped down to. Hit the lever and drop down to the ground. You'll have to run into the next room, climb the ladder in the left corner, hit the lever, go through the gate, run up the stairs and down the left side of the bridge to the door below for the secret. The lever is timed, so you'll have to be faster than lightning!



Go back down the ladder and grab the Uli Key in the corner of the room. There are four sets of puzzles around the shafts of light: Earth Room, Wind Room, Water Room and Fire Room. Each doorway is marked with its symbol. You can go in any order you want. We'll start with the Earth Room (the one with the mountain symbol).



Go all the way down to the far right and hoist yourself up near the next opening. Jump over to the block with the mountain symbol and throw the switch in there. A block will drop in the hall near the bridge outside; you can push this block to get to the secret. Now head past the swinging torches and grab the first Oceanic Mask.



The whole place is rockin' and rollin', but you've gotta keep your cool. The earthquake will never throw you off a platform; just watch out for the falling rocks! You'll see that the whole room is now messed up. Make your way back to the room entrance by jumping from cliff to cliff. Go up the ladder by the exit to pull the lever above, then go back down and exit.



Now let's try the Wind Room (the one

Now let's try the Wind Room (the one with the cloud symbol). This room is a maze, but we'll get you out of this quickly. Take a left and take the hall around. Then take a right and a quick left. At the split, take the right path, then do a quick left. Take a right when you see the crystal wall, then a quick left. Go all the way down and take a right; you're out when you see the torches! you see the torches!



Take the left slope up. Jump from left to right and back as the spiked rollers come down. Grab the second Oceanic Mask at the top. Go through the open door, swim through and you're out of the Wind Room.



Now for the Water Room (the Now for the Water Room (the one with the waves symbol). Drop down into the water and swim up to the rotating blade with the four openings behind it. Go to the left opening and pull the switch to get some air. Now head out and go to the right opening. Swim into the next area and immediately come up for air.



Swim under one of the blades to the patterned wall and pull the lever in there. Swim under the opposite blade and to the next Oceanic Mask. Go back under the first blade and swim all the way back to the original rotating blade. Go up the bottom hole, hit the lever and you're out.



Now for the final Fire Room. Climb up onto the block and the camera angle will switch to the map above you. Study the map (or look at this photo) to see what podi-ums won't catch on fire. You'll need to jump on the podium with the health pack, but just be quick before it catches fire.



Jump across the invisible platforms past the fire-breathing dragons. At the last podium, immediately jump to the right and hit the lever. Grab the Mask and head out to the main room with the shaft of light and place the masks. Take the Uli Key and place it in the hole near the switch and gate. Jump into the hole where the shaft of light used to be.

Meteorite Cavern



Aaah! It's an ugly spider with a man's head! Here's your last mission, brave soldier! Use your Rocket Launcher to fire at the spider until he passes out for a little while. (Hope you didn't use it all up! Veteran gamers should know to save the most powerful weapon for the last!)

tati

56



When he passes out, run to a relic and grab it before he wakes up. Use the Sprint button and the flip Sprint button and the flip button. Make sure you cross that line and get back to the center ring before he wakes up because he will fire a projectile if he catches you behind the line. Save the game every time you grab a relic!



When all the relics are When all the relics are taken, a huge meteor will fall into the center. The spider is now vulnerable, so take him out for good! After it's dead, climb up the ladder all the way to the top; you can climb on the face, too. If you look up, you'll see that you can grab the ceiling to get across. ceiling to get across

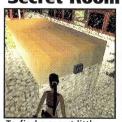


Jump to the jutting ledge way up on top to exit out-side. Go down the slope and you'll face some flamethrowers. Kill them all and hit the switch.



Go down the narrow alley and head toward the gate and helicopter.
Congratulations— Congratulations—you have another *Tomb Raider* adventure under your belt!

Secret Room in Lara's Home



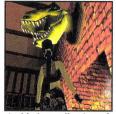
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there.



A door will open up near the stairway in the main hall. There's a lever.



Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes.



Inside is a collection of Lara's prizes!

All Hallows

All Hallows is a bonus level that will appear if you manage to find all of

the 59 secrets in the game. We decided to



let you play it on your own; heck, you deserve it if you got all the secrets! If you're good enough to get this far, you'll find that it's really easy; it's a relatively short level with no big surprises. Enjoy!

at Codes

These codes can be done at any time during gameplay (not while paused). You gotta do them fairly quickly, so pay attention. The good news is that they're a lot easier to execute than he Tomb Raider II cheat codes!

All Weapons, **Items & Ammo**

L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2. R2

Lara will scream if you've entered the code correctly.

Level Skip

L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2

Lara will say "No" if you enter the code correctly.

All Secrets

L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2,

Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage!

Racetrack Key

(in Lara's Home) R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2

Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside!

Refill Health R2, R2, L2, R2, L2, L2, L2, L2,

L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2 You'll hear Lara wince when you

enter this code correctly



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 450 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega <u>Dreamcast!</u>; Game Boy Pocket; and <u>Nintendo 64!</u> Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games <u>you choose</u>, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the high-est score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Murotowa		Н					My
Mystery			E				T
Word	P	I	N	C	Н	W	R
Grid		R					w
	S						R

WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAM O
CRUSHI	SCOREH	SLANTL	CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

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(\$3.00) Media Rig Contest (\$3.00) Computer Contest

(\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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Basic Technique

Bust-A-Move 4 retains all of the classic bubble-popping action of the previous games in the series and brings some new technique with it as well. For the uninitiated, the gameplay consists of firing colored bubbles from your launcher at the bottom of the screen, with the goal of connecting three or more of the same color, causing them to pop. The wall of mixed bubbles at the top of the screen slowly descends; if it reaches your position near the bottom, you lose. The object is to pop all of the bubbles before they reach you.

Most of the special bubbles from the earlier Bust-A-Move games make return appearances. The Anchor Blocks hold bubbles in midair and can only be destroyed when the bubbles sticking to them are knocked off. Rainbow Bubbles change to the color of the bubble that's touching them when that bubble is popped. Hit a Star Bubble with any color and every bubble of that color pops. New to this game are the Anti-Gravity Blocks, which work like Anchor Blocks except that when they float up toward the top of the screen when bubbles or blocks above them are popped. Bust-A-Move 4 introduces two major new techniques to the series—one for single-player games and one for two-player battles. These are the pulley system and the chain reaction system.

aito's popular Bust-A-Move series has found its way to our side of the Pacific via several different publishers; Natsume grabbed the rights to this new installment, which PlayStation owners are sure to enjoy. My wife is a huge fan of the series, so of course our collection includes all of the previous installments and even some spin-offs. The hardest part of writing this guide was getting the game away from her long enough to actually play it myself! Bust-A-Move 4 is the kind of game that is fun for just about anyone to pick up and play. The game is simple to learn and tough to master; this guide is meant as a primer and to offer instructions on some of the new additions Bust-A-Move 4 brings to the series.

The Pulley System

The pulley system forces the player into a delicate balancing game. As long as each

side has a like number of bubbles attached to it, it will remain level. When one side becomes heavier than the other, it drops lower. Periodically the entire pulley mechanism will lower, increasing the risk of an overloaded side crossing the line at the bottom of the screen and ending the game.

.





The Chain Reaction System

. Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to

In previous Bust-A-Move games, bubbles that were dropped when a string above them was popped simply fell off the screen. In Bust-A- Move 4, bubbles that are knocked loose

after popping others will seek out strings of their color of bubbles to pop if they are available. This can have a domino effect, as additional dropped bubbles home in on others to create massive combinations of popping bubbles. In the already fast-paced and intense versus games, this can lead to some seriously huge victories.





"Talk Demo" Mode

, Up, Left, Down, Right, Up, , Down, Left, Up, Right, Down.

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

OPTIO) <mark>N</mark>
TALK DENO	
PLAYER SIDE PLAYER OTHER	• ALKANET D • M.LUNA D
(*) (EXIII)	

confirm each one: **Access All Characters**

Right, Right, △, Left, Left

This code unlocks all of the hidden characters-Monsta, Woolen, Maita, Packy, Dreg and Madam Luna-if you haven't already earned them.



"Ura" Puzzle Mode

△, Left, Right, Left. ^

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode. Check out the various difficulty settings and paths for new challenges!



Tarot Reading

Up, △, Down, \triangle , Up

This code adds a new option called "Tarot Reading" to the Option menu. Bust-A-Move 4 can tell you the future of your love life; it's in the cards!



February 1999

58

TIPS & TRICKS

The Characters

Bust-A-Move 4 offers the largest selection of characters to choose from yet. In Story Mode, each has his or her own ending, and in Versus Mode each has a unique pattern of bubbles to attack the opponent with. After popping large strings of bubbles or creating chain combos, bubbles will appear on the opponents' screen in combinations that are specific to each character. The requisite hidden characters are in place, helping keep the replay value and diversity high.



puts up a fair challenge, but he drops strings of same-colored bubbles which make fighting him easier than some of the other, trickier characters.

The large quantity of Rainbow Bubbles in Alkanet's arsenal can be a real challenge, but she does have one weak spot: The single Star Bubble she sends over in her combination gives her enemy the ability to wipe out lots of bubbles at a time.



Similar to Alkanet, Marino also fights with lots of Rainbow Bubbles, but she doesn't have that Star Bubble weak spot in her lineup. Opponents can fight off her waves of Rainbow Bubbles by turning them either blue or green.



The row of Rainbow Bubbles in Kurol's attack pattern actually works against itself because bubbles of every color are sent along with it. Turn the Rainbows any color and they'll pop, since the line of newly colored bubbles will be touching a bubble of their color.



With this slight variation on Bub's attack pattern, Tamtam floods the opponent with many different colors, but also sets himself up to be popped easily.



Cleon attacks with a confusing mixture of different bubbles. Her combinations are not easy to take down, but the Star Bubble helps-if you can pop your way through to it.



The old man may seem like no threat to look at, but a close study of his bubble attack pattern indicates that he creates no easy outs in his combination.



Bramb adds in a few anchor blocks with the bubbles he sends vour way to mix things up a bit. These won't disappear until all of the bubbles attached to them are popped.



With a name like Develon, you'd think that this evil looking dino would throw some seriously messed-up bubbles at his opponents, but he doesn't. He has the same pattern as Bub, which makes for predictable, poppable patterns.



Except for the blue bubbles he sends two-at-a-time, Gigant mixes up his attack pattern nicely, making it hard to clear effectively. He also attacks his opponent with a huge wall of fire that looks neat but has no real effect on the game.



Another Rainbow Bubble-lovin' character. Woolen also attacks with anchor blocks and a few red bubbles. This means that in order to clear the walls of rainbow bubbles from your screen, you must turn them red. The addition of a Star Bubble makes it easier as well.



This is about as mixed-up a combination as you can get. Monsta doesn't look too tough at all but he throws bubbles in a random pattern creating a big mess for his enemies to deal with.



Packy's attack pattern is very similar to Kurol's; it's distinguished by a straight row of Rainbow Bubbles at the bottom. You'll be able to pop 'em fairly easily with a match of any color.



Maita has the exact same pattern as Bub, sending groups of two same-colored bubbles at his enemy. (Or would that be "her" enemy? Let's just say "its" enemy, to be sure.)



After all the hard work you put in to unlock Dreg as a playable character, it's a bit of a disappointment to learn that he, too, has the same attack pattern as Bub and Maita.



Madam Luna's attack pattern is simple but sneaky; it includes one anchor block and one Rainbow Bubble. Choosing her can be a handicap in Puzzle mode: her giant head sometimes obscures a corner of the playfield!









The timing for this game couldn't be much better, that's for sure. While the world waits for the June release of Phantom Menace, Star Wars fanatics can

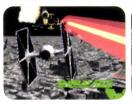
get their fix thanks to this new Sega coin-op. Covering three movies in one game—Star Wars, The Empire Strikes Back and Return of the Jedi-Trilogy utilizes Model 3 Step 2 technology to deliver a thunderous, power-packed experience. Three stages are on offer: The Deathstar, Hoth and Yavin. Completely set on rails, each scenario propels the player forward on a mission to destroy the empire. Trilogy's graphics are sweet and objects move like melted Parkay. Unfortunately, there's a bit of a disturbance in the Force. Questions have been raised regarding the game's control configuration. While the

flight stick is an adequate device for guiding the on-screen cursor and for firing, we can't help but feel that gamers would have been better served with the addition of a light gun. Rails and control logic aside, Trilogy is still a pretty solid









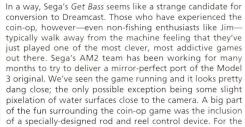








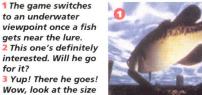
Playing Get Bass is a great way to relax and take a break from hectic games like VF3tb.



DC version of Get Bass, Sega is offering a similar fishing controller peripheral. The DC rod and reel controller contains a vibration motor, reel and infra-red sensor used to transmit signals to the televi-

sion screen. To become a master bass fisherman, you must conquer three areas of Lake Paradise. Select the appropriate lure and go for big daddy! If you get a bite, vibrations from the

motor inside the rod provide a rough representation of the size and strength of the fish as you attempt to reel him in. There's some speculation that the DC version may contain exclusive levels and features. One such feature which seems likely to us, is VMU compatibility which would enable people to trade fish with friends. This is great! Now all we need from Sega are DC conversions of Lost World, all House of the Dead and Virtua Cop games, Harley-Davidson & L.A. Rider, Top Skater, Ocean Hunter and Super GT! That's not too much to ask, now



of that sucker!





A BASS FISHING









MB 2000

989 Studios • 1st Quarter 1999 • 1-2 Players

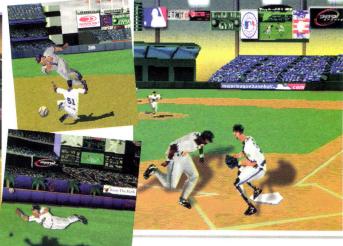
If you thought last year's MLB '99 was intense, you ain't seen nothin' yet! We thought it couldn't get any better, but 989 has managed to take everything and make it even better. Vin Scully returns for the play-by-play, with color

commentary by Dave Campbell. Not only are 3-D players are scaled perfectly according to height and weight, this year, their faces are even mapped onto the heads! 989 has added "New Total Control Pitching", too. Every statistic possible is packed into this one. Man, this rocks.





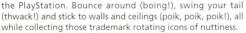








Alrighty, then! For those of you who just can't get enough of the little green gecko, he's about to return. This time, Gex runs the gamut of gamedom by bouncing his way through everything from western ghost towns to beanstalks!











▲ Gex is such a crazy guy. Here we see him as a swashbuckling Crystal Dynamics is taking no chances with this, the third appearance of Gex on pirate, a chinese detective, a mule-riding cowboy and even Little Red Riding Hood!







bridges, dusty gold mines and even giant gun-slingin' bad guys.













This new installment deviates very little from ASCII's successful "build and wreak havok" AC formula. We're dyin' to find out what's on that second disc, though!







new parts to mess around with!



"Vs." and "Battle" stages. The contents of disc number two presently shrouded in secrecy—the only thing ASCII will say is that it contains something completely different from standard AC games. This series has a huge cult following, even here in the states, so we're really hoping the game ends up in the hands of a U.S. publisher...and soon!









get lost!



GUARDIAN'S CRUSADE

n • March • 1 Player



Tamsoft's Knight & Baby is finally making its way out of Japan and into your home, thanks to Activision, Retitled Guardian's Crusade, this unique PlayStation action/RPG puts the player in the role of a young knight who must make a journey through a mesmerizing world in search of the origin of a lost monster. Team up with a bizarre little shape-shifing monster to traverse dungeons, castles, caves, towers and cities. Tamsoft-best

known for the Toshinden series of fighting games—has done a very nice job of making sure that this game holds the player's interest from beginning to end (no easy task, considering how large the quest is). Experience points let the player conjure up "Living Toys." These wind-up toys can be summoned to assist in disposing the enemy. Some of the toys are incredibly wacky; there are gangster toys and even screaming little cheerleaders! The baby monster has the absurd ability to mutate into anything from a frog to an oak tree! (By the way, Jim's favorite mutation is the axe-wielding "Murder Cat", in case you're curious.) This is just completely ludicrous, but guess what? We wouldn't have it any other way! Guardian's Crusade is insanely nutty and comes highly recommend by both Jim and Anatole.







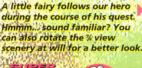








¶ The list of "Living Toys" expands as the player's level meter increases. 2 Stand ready to fight! Battles are turn-based. Some of the special effects re really, really cool to watch.





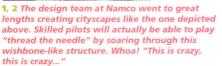












We were stunned to learn of Namco's latest Ace Combat incarnation, mysteriously titled Ace Combat 3: Electrosphere. This game breaks from the prequels and takes place in the future. Everything about the game is futuristic, from the architecture of the buildings in cities to the actual fighters themselves. Namco has also cranked up the Ace Combat franchise by offering sharper, smoother graphics. Fogging effects have

been minimized, allowing distant objetcs to be seen much easier, much sooner. Other enhancements thrown in include slick-looking decals on planes (viewable during real-time combat) and dizzying lens flare effects from the sun. Missions are cleared much in the same way as in previous Ace Combat games. The screens shown here are from a "60% complete" version of the game, yet it already looks redhot. We'll let you know if and when Namco America makes an official statement about a 📤 U.S. release.





This stealth-type bomber looks sweet!











1-5 The first time Jason tried this massive combo with Gen, there were no problems! Jim was embarrassed to be on the receiving end, of course.













Take our word for it: The PlayStation conversion of Street Fighter Alpha 3 is an excercise in perfection. All 28 characters are back, including three originally hidden ones: Balrog, Juni, and Juli. To top that all off, six more characters join the fun, allowing EVERY character in the Street Fighter II series to have a dose of the evil dictator,

M. Bison. Guile, "Evil" Ryu, Super Akuma, and the "new challengers", Fei Long, T. Hawk, and DeeJay are ready to wreck havoc once again. Choose from one of the three "ISMS" which alter your selected characters' offesive and defensive attributes, and build a character in the new "World Tour Mode", which allows you to earn experience points and new fighting tactics combined with the new PocketStation! Frame rates are nearly identical to the coin-op, too. Wow. Can Street Fighter get any better than this?!





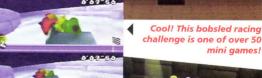














You're looking at the first of a series of games to come out of the strategic alliance between Nintendo and Hudson, a company called Manegi (meaning "Invitation Cloth" or "Red Carpet") Mario Party is basically a three-dimensional, multi-player "board game" containing many different types of mini-games within. Here's how it works: Players take turns rolling the die to move characters around a 3-D game board. Certain spaces on the board trigger special events, or mini-games, in which up to four characters can compete simultaneously for stars; the

player with the most stars when it's all over wins.Okay; back to the mini-game, and there are lots of 'em. In "Mario's Orchestra", players must follow music notes, much like the classic game Simon. Another contest has characters balancing themselves atop rubber balls while trying to topple other players. Yet another sub-game involves whitewater rafting. There are nearly fifty other games on offer including bowling, skateboarding and even fishing. With eight different game boards, a four player mode and characters like Mario, Donkey Kong and Yoshi, this game is sure to make for one heck of a party!

LAST MINUTE GAMING INFORMATION.

• Mortal Raider?!! Nope, it's not a joke; there is word that work is coming Along nicely on Midway's top-secret Mortal Kombat game for the PlayStation! Tentatively titled Mortal Kombat: Special Forces, the game is the company's follow-up attempt at an MK action/adventure game (remember Mythologies?). We've been told that Special Forces looks more like Tomb Raider than a 2-D, side-scrolling pummel fest.

• Talk about "Stop the presses!" We literally were handed this information the day before we went to film! Midway has officially announced its initial Dreamcast software lineup! First up is an exclusive edition of Mortal Kombat 4 using a "hybrid" MK4 engine! It will basically be Mortal Kombat 4, but with a ton of DC-exclusive features and enhancements. Midway is completely re-rendering the intro and cinemas in order to take advantage of the Dreamcast's power. Sure, there will also be the obligatory "alternate costumes and new backgrounds" deal, but get this!—on top of all that, the game will even contain returning characters from MKII! At the very least, the game should turn out to be a mirror-perfect port of the MK4 coin-op. One source indicated to us that there's a

good chance the game will end up

looking better than its arcade coun-

terpart! That would rule! Next, is **Blitz 2000**! This DC-exclusive game will feature a 4-Player option, new field and stadium art, new codes and hidden characters, new animations, updated team rosters and extra room for creative plays in the playbook! **Blitz 2000** will also give players the option to track individual characters with a special name/PIN feature. Finally, there's **Hydra Thunder**—a game which made its way into arcades this January—and Midway promises a near-arcade perfect port of the quarter muncher. No confirmation on whether or not any of these titles will feature internet capabilities, but depending on latency issues, we certainly hope Midway considers it. Imagine kicking ass at **MK4** from New York to Nevada. Holy cow! That would rock! "Ja-aaaaaason!!!"

- Legend of Legaia makes it's way to the U.S. via Sony Computer Entertainment. Legend of Legaia was made by Media Vision, the same people who developed the popular RPG Wild Arms. Expect to see it on store shelves in the coming months!
- King's Field 4 is in the works! Actually, in the U.S. it would be called King's Field III. We'll keep you up to date on From Software's awesome series.
- Midway's popular arcade game California Speed will soon be available on N64. Now you can tear it up in the privacy of your own living room! Set for a spring release, expect more than a few surprises, including a certain logo from a certain "#1 Video-Game Tips Magazine". Can you spot it?
- Nintendo of Japan has been working on *Mario Golf* for the N64. An American release is still unclear but Japanese gamers should be golfing with Luigi by Springtime.
- Square leaves no genre uncovered as they announce their first racing
 game, Racing Lagoon. at one point Square had a subsidiary company called
 Aques. Advertisements for the game graced the ad pages in Japanese magazines more than a year ago, then the Aques name was dissolved. Fortunately,
 Square revamped the game and it will be available in Japan in the Spring.
 We'll let you know if they're savvy enough to bring it out here.
- In a Japanese business publication, Nintendo president Hiroshi Yamauchi hinted that a modem device will be made available for the N64 in Japan. How this will work with Nintendo games is still uncertain, but a good guess is that it will be similar to the internet functions of Sega's Dreamcast. The latest word out of Japan regarding Nintendo's next console has NOA president Minoru Arakawa stating that the company will likely launch the new system in 2001 and that it may actually be DVD-based! Could the big N finally be saying goodbye to the cartridge format? We'll bring you more information as we receive it.
- Bernie loves September 9th! The official release date of Sega's Dream-cast has been confirmed: Sept 9th, 1999, or 9-9-99. Hardcore gamers may recall that September 9th of '95 was the official U.S. launch of the PlayStation. We doubt this is just one big coincidence; Head honcho at Sega of America, Bernie Stolar, was working over at Sony when the PlayStation was launched in America. Bernie has made no bones about his intentions to regain "Over 50% of the marketshare." Hopefully, the U.S. won't suffer from the same hardware and software blunders that occurred with the Japanese release of the system, namely shortages and countless delays! We're crossing our fingers that Sega is getting everything in place in time for the American debut. In our opinion, there really is no excuse for Sega to screw up with this one—it obviously has plenty of time. No matter what happens, if we don't see *House*

of the Dead, Daytona, Top Skater, Panzer Dragoon, Lost World, Virtua Cop, Shinobi, Mickey Mouse, Last Battle and Streets of Rage titles when the console hits here., we're gonna be mad!

• "We're going to blow them out of the water." President of Sega of Japan, Shoichiro Irimajiri, had some bold statements to make in an interview that was featured in the December 7th edition of Business Week. "I'm personally not used to losing fights," Irimajiri stated. "We're not really going to compete with Sony or Nintendo. We're going to blow them out of the water." A former CEO of Honda Motor Corporation in Japan, Irimajiri is literally putting everything on the line—not only Sega's reputation as a console

and games developer—but his own reputation
as well. Fearless or just foolish? It appears that
the jury will remain out on that one until September 9th.

• Adrian Smith of Core has been apologizing for an unforgivable bug in Tomb Raider III. Here's what he said: "Temple Ruins: If you save your game in the room with the statue,
and then go back into that room later in the game, you won't
be able to go through the doors that have already been
opened, thus won't be able to complete the level." So folks, don't
save in that room and don't go back in there! Hopefully, Eidos
learned its lesson about rushing the bug testing of a game just to have
it out in time for the holidays.

- Several Capcom rumors have been flying around. Old-school gamers should be delighted to hear that 3-D versions of Strider and Final Fight are in the works. Need we say more?
- A bunch of key lon Storm developers have jumped John Romero's ship. Many of them went to G.O.D. (Gathering of Developers), and a key artist has since then signed with GT Interactive. This puts the much-anticipated Daikatana project in serious jeopardy. Will we ever see Daikatana, or will it remain a figment of Romero's imagination?
- Konami's **BeatMania** is slated for a Dreamcast release in Japan sometime this year. You can bet that there will be a Dreamcast version of the awesome DJ controller that's available for the PlayStation.
- Activision seems to be going N64 crazy these days as it starts porting all of its new games to the system. Even the X-Men fighting game for the PlayStation is getting the N64 treatment, as of press time.
- **ReSaurus**, the folks who brought us those fantastic *Crash Bandicoot* figures, is also producing action-figure lines for *Gex* and *Castlevania*! Gex will feature different outfits, just like in the game. The *Castlevania* figures will probably be modeled after the N64 version of *Castlevania*.
- As promised last month, we're back with an account of happenings on November 27th—the Japanese launch of Dreamcast. Thousands of Japanese gamers camped out the night before shops opened in the Akihabara district—Japan's electronics mecca. When shopkeepers opened the doors at dawn, the Dreamcast console and four DC games were made available-VF3tb, July, Godzilla Generations and Pen Pen Tri-Icelon—along with controllers, VMU devices and various cables. Even though Sonic Adventure was delayed to December 23rd, Jplayers were quite thrilled at the chance to purchase near-perfect copies of VF3tb. Those who were fortunate (ie; "lucky") could purchase a specially-packaged Dreamcast system autographed by SOJ Executive Ei-ichi Yukawa! Unbeknownst to many, Yukawa-san was actually there in person, calmly strolling the streets of Akihabara while handing out free, autographed Dreamcast hardware! Let's see Sega of America try something that cool when DC launches on September 9th! Yeah, right; like that's ever gonna happen! Okay; back to business. For the launch in Japan, it was everything Sega could do to scrape together 100,000 machines. This is especially troubling considering that Sega had hoped to sell 1.5 million consoles by March. Due to delays in the delivery of NEC's Power VR chipset, that estimate has been shaved down to one million units flat. And there you have it; the basic rundown of the big event on November 27th in Japan.
- Although word has come out of Japan that the game is "very, very hot," Atlus' first Dreamcast game, *Maken X*, will probably never see the light of day here in the U.S.—in its current form. "Why," you ask? Well, it seems the plot of the game centers around extremely delicate subject material: Nazis! Swastikas are displayed everywhere in the game—some of the characters even have the offensive symbol mapped onto their outfits! We hope Atlus finds a way to modify the "evil" graphics so the game can earn a clean bill of health and come to America.
- Preview materials are rolling in like thunder! We'll return next issue!!

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Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

1	AirBoardin' USA	ASCII
2	Blades of Steel NHL '99	Konami

- 3 California Speed Midway **Fighting Force** Eidos
- **GT World Tour** Midway
- NBA In the Zone '99 Konami ODT **Psygnosis**
- **Penny Racers** THQ Quake II Activision
- **Rat Attack** Mindscape
- **Shadowgate** Kemco
- Superman Titus **Survivor Day One** Konami

- **4X4 Mud Monsters** Take 2 All Star Tennis 99 Ubi Soft **Bottom of the 9th** Konami F1 Racing Sim Ubi Soft
- **Hybrid Heaven** Konami **Micro Machines** Midway
- **Monaco Grand Prix** Ubi Soft Shadow Man Acclaim **Tonic Trouble** Ubi Soft
 - 23 Vigilante 8 Activision

24	Army Men 2	3DO
25	Asteroids	Crave
26	Caesar's Palace	Crave
27	Carmageddon	Interplay
28	Deer Hunter	Microware
	25 26 27	26 Caesar's Palace 21 Carmageddon

- **Gauntlet Legends** Midway **Lego Racers** Lego Media
- **Lode Runner 64** Bandai The Need for Speed Electronic Arts
- **NHL Hockey 99** Midway
- Rampage: Universal Tour Midway **Roadsters 99** Titus
- **Rugrats** THO
 - San Francisco Rush: The Rock Midway Sim City 64 Nintendo

39	Starshot	Ocean
40	Twelve Tales: Conker 64	Rare

- **Ultra Combat** GT **Ultra Descent** Interplay
- Winback Koei

- All-Star Baseball 2000 AA Acclaim **Jet Force Gemini** Rare
- Rayman 2 Ubi Soft 46
- **Snowboard Kids 2** Atlus **World League Soccer 99** Eidos

49 Playmobil Ubi Soft

- 50 **Smash Brothers** Nintendo **Animaniacs Ten Pin Alley** ASC
- 52 **Duke Nukem: Zero Hour** GT
- **Earthbound** Nintendo Earthworm Jim 3D 54 Take 2
- **Harvest Moon** Natsume
- **Jeff Gordon Racing** ASC Ocean 57 Jest
- **Jungle Bots** Titus
- Legend of the River King Natsume **Mario Party** Nintendo
- 61 Mystical Ninja: Goemon 2 Konami
- **Perfect Dark** Rare
- 63 **Radikal Bikers** Midway **Road Rash** THO
- **WCW Nitro** THQ

66	1080° Snowboarding 2	Nintendo
67	Assault	Telstar
68	Banjo Tooie	Rare
ASSA		

- **Battlezone** 69 Activision **Blues Brothers 2000** Titus
- **Charlie's Blast Territory** 71 Kemco 12 **Contra Spirits 64** Konami
- 73 **Daikatana** Eidos
- **Donkey Kong Country** Nintendo

GT

Harrier 2001 Video Systems

78	NFL Blitz 99	Midway
79	Nuclear Strike	THQ
80	Ogre Battle 3	Nintendo
81	Pitfall	Activision

Hercules: The Legendary Journeys Titus

- **Pokemon Stadium** Nintendo
- 83 Quest for Camelot THO Rakuga Kids Konami
- Re-Volt Acclaim
- Rollerball MGM
- **Ronaldo Soccer** Infogrames
- **Space Bunnies Must Die** Take 2 Space Invaders Activision
- 90 Spider-Man Activision
- 91 Starcraft Nintendo
- Super Mario 64 II Nintendo
- Super Mario RPG 2 Nintendo
- **Tamagotchi** Bandai
- **Tasmanian Express** Ocean 96 WCW 99
- **EA Sports** WWF: Attitude Acclaim
- **Xena: The Warrior Princess** Titus



PLAYSTATION EBBUARY

- **Beavis and Butt-head Blades of Steel 99** Konami Centipede Hashro The Diabolical Adventures of Tobu 989 Freestyle Boardin' 99 Capcom Jeff Gordon Racing ASC Marvel Super Heroes vs. Street Fighter Capcom NBA In the Zone 99 Konami **Pro 18 World Tour Golf Psygnosis** Quake II Activision
- * Publishers, please contact us with updates and/or corrections. Denotes that the game is available on import as of press ti

74

Dethcarz



Select Games

11 Rat Attack	Mindscape
12 Shadow Madness	Crave
13 Silent Hill	Konami
14 Silhoutte Mirage	Working Designs
15 Syphon Filter	989
16 Vermin	Eidos
MARCH	
17 3Xtreme	989
18 All Star Tennis 99	Ubi Soft
19 Attack of The Saucermen	Psygnosis
20 Big Air Snowboarding	Accolade
21 F1 Racing Sim	Ubi Soft
22 Fisherman's Bait	Konami
23 Messiah	Interplay
24 Omikron	Eidos
25 RC Stunt Copter	Midway
26 Shogun Assasin	Konami
27 Street Fighter Alpha 3	Capcom
28 Xena: Warrior Princess	989
1ST QUARTER	'99
29 Croc II	Fox
30 Deer Hunter	Microware
31 G Shock	Konami
32 Heavy Gear	Activision
33 High Heat Baseball 2000	3DO
34 International Rally Championship	THQ
35 Jackie Chan Stuntmaster	Midway
36 Looney Tunes	Infogrames
37 Lunar: Silver Star Story	Working Designs
38 Magzone	Trimark
39 Montezuma's Return	Utopia
40 Nectaris	Jaleco
41 NFL Full Contact Football	Konami
42 Obsidian	Rocket Science
43 Plasma Sword	Capcom
44 Project X2	Acclaim
45 Pro 18: World Tour Golf	Psygnosis
46 Rayman 2	Ubi Soft
47 Ridge Racer Type 4	Namco
48 Respect, Inc.	
49 Snow Break	Psygnosis Atlus
	Rocket Science
51 Star Trek: Klingon Academy	Interplay
	V an
52 Suikoden 2 •	Konami
52 Suikoden 2 53 Tiny Tank	MGM
52 Suikoden 2	

APRIL	
56 Carmageddon 2	Interplay
57 Darkstone	Take2
58 Kawasaki: Motocross	Activision
59 Shao Lin	THQ
VR Baseball 3	Interplay
2ND QUARTER	'99
61 007: Tomorrow Never Dies	MGM
62 Alien Resurrection	Fox
63 Final Fantasy VIII	Square/EA
64 Gex 3	Eidos
POSSIBLE IN	'99
65 Ace Combat 3	Namco
66 BeatMania: 2nd Mix	Konami
67 BeatMania: 3rd Mix	Konami
68 Daikatana	Eidos
69 Dead Unity	THQ
10 Dragon Valor	Namco
11 Ehrgeiz	Square/EA
12 Glover	Hasbro
73 Japan	Konami
14 Macross Digital Mission VF-X2	Bandai
75 Monster Rancher 2	Tecmo
76 R-Types	ASCII
17 Snowboard Kids Plus	Atlus
78 Spider-Man	Activision
79 Tail Concerto	Activision
A A	



ARCADE 1ST QUARTER '99

Behind Enemy Lines	Sega
2 Bloody Roar 2	T.B.A.
3 Dead or Alive 2	Tecmo
Dirt Devils	Sega
5 Drones	ENCOM
6 Hydro Thunder	Midway
The Last Blade 2	SNK
NBA on NBC	Midway
Racing Jam 2	Konami
10 Samurai Showdown 64 pt.II	SNK

11 Shock Troopers 2	SNK
12 Spike	Sega
13 Star Wars Trilogy	Sega
1 Street Fighter III: 3rd Impact	Capcom
15 Street Fighter IV	Capcom
16 Tekken 3: Special Edition	Namco
1 Thrill Drive	Konami
POSSIBLE IN '	99
18 Beatmania: 3rd Mix	Konami
19 Bust A Groove	Enix
20 Dance Dance Revolution	Konami
21 Gunman Wars	Namco
22 Hell Knight	Konami
23 Hyper Robot Kikaio	Capcom
21 Blood Bullet	Sega
25 Hyper Bashi Bashi Championship	Konami
26 Magical Truck Adventure	Sega
21 NBA Play by Play	Konami
28 Operation Tiger	Taito
29 Power Stone	Capcom
30 Race On	Namco
31 Virtua Cop 3	Sega
32 Xtreme Rally	SNK



GAME BOY FEBRUARY

1 Smurfs	Infogrames
MARCH	
San Francisco Rush	Midway
1ST QUARTE	R '99
Flying Dragon	Natsume
Roadsters 99	Titus
5 South Park	Acclaim
V-Rally Championship	Infogrames
Wario Land II (Color)	Nintendo
Yars' Revenge	Telegames
9 Yoda Stories	THQ

2ND QUARTER '99

10	Space Station: Silicon Valley	Take 2
0	Spy Hunter/Moon Patrol	Midway

22 Zelda: Link's Awakening (Color) Nintendo



AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the Co button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or vellow.

Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C♥, Left, C®, Down, C®, Right, C®, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mac

Wait for the words "Press Start Button" to appear on the title screen, then press $C \odot$, $C \odot$. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage. Secret Character: Spanky

To access another secret character, you must complete the following requirements: 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing"

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime

3) If you clear the daytime Desert stage, you'll access the second bonus stage "Shuttle Defense"

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y B U I K—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode PRPPAPLY R—Players are paper-thin GOTHELIUM—Players' heads, feet,

hands and bats are big ABBTNCSTLO-Some players are fat. others are thin

B B N S T R D S—Big baseball

GRTBLSFDST-Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

 Players are paper-thin—Pause the game. then hold Z and press C®, C®, A, C®, A, CO CO CA CA CO

 Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C, C, C, A, C, C, C, B, C, C, C, C, C

· Some players are fat, others are thin-Pause the game, then hold Z and press A, C, C, C, C, C, B, C

• Big baseball—Pause the game, then hold Z and press C[♠], A, C[♠], C[♠], B, A, C[♠], C[♠]

 Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C, C, C, C®, C®, B, A, C®, C®

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFGOESWITH

MANYBANJO'S" to earn infinite lives. • Enter "CHEATANENERGYBARTO GETYOUFAR" to max out the capacity of your energy bar at eight honeycomb

• Enter "CHEATDONTBEADUMBO GOSEEMUMBO" to earn infinite

• Enter "CHEATNOWYOUCANFLY HIGHINTHESKY" to earn infinite red feathers.

• Enter "CHEATAGOLDENGLOWTO PROTECTBANJO" to earn infinite

gold feathers

• Enter "CHEATGIVETHEBEAR LOTSOFAIR" to have infinite air when

underwater.
• Enter "C H E A T B A N J O B E G S F O R PLENTY OF EGGS" to earn infinite

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banio's house, stand on the vellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes") Note: Rottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles IMPORTANT. The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.
• Enter "BOTTLESBONUSTWO" to

give Banjo big hands and feet • Enter "BOTTLESBONUSTHREE"

to make Kazooie big. • Enter "BOTTLESBONUSFOUR" to

make Banjo tall and thin • Enter "BOTTLESBONUS FIVE" to

get a tall, thin Banjo with big hands and • Enter "BIGBOTTIES BONUS" to

activate all of the above codes at once

• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine

• Enter "NOBONUS" to deactivate all active codes

BIO FREAKS

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BODY HARVEST

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Access all weapons—A, Right, C♥, C♥, C♠, A. Left

More powerful weapons—C. C. Up. Z. Z. Left. C.

Surreal Mode—C♥, Up, Right, Right, C♥, A. Left

Change Nearest Harvester into Mutant-C♥, Up, Z, Z, C♥, Right Fat Legged Aliens-Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Rattle/Custom/Ontions"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and Gutter," "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work

BUST-A-MOVE 2: ARCADE EDITION

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left. Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or the START button to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63 1/2

Secret Options

At the character-select screen, hold the L button and press C®, C®, C®, C®, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.



Night Warriors: Darkstalkers' Revenge Vol. 4: "For Whom They Fight"

Lord Demitri's empire is threatened by a powerful alien being named Pyron. But even the most powerful Darkstalker can't defeat the alien's wrath. Morrigan tells Demitri that humans have the willpower to fight and that they could possibly defeat Pyron. Meanwhile, Donovan, Hsien-Ko and her sister Mei-Ling also engage in a heated battle with Pyron-to no avail. What can they do against this undefeatable foe? Donovan, beaten, seeks refuge in the Demon World. The demons beg him to put aside his self-loathing and accept the fact that he is half-human and half-Darkstalker. But his intense hatred for both races remains unresolved in his mind. Has Donovan been chosen to save the world or is he just another angry soul left to fester in his hatred? This is the fourth volume in the Darkstalkers' Revenge series by Viz Video.





Secret Characters

Each of the following codes can be entered at the character-select screen:

• Doctor Kiln—Hold the L button and press B, C, C, C, C, C, A

· Sumo Santa—Hold the L button and press A, C♥, C♠, C♠, C♠, B

Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:

• Earthworm Jim—Hold the L button and press B, C, C, C, C, C, C, C

Sumo Santa—Hold the L button and press A, C, A, C, C, C, C

 Boogerman—Hold the L button and press B, B, CD, CD, CO, CD

High Five-Hold the L button and press C. C. C. C. C. B. A.

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A C®, C®, C®, C®, B, A, C®. The computer will take over your character, so just sit back and watch him or her fight. Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, C, Up. C. C. C. Now start the game: when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C♠ and C♠ buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold 1+(1+(1)

San Francisco (lower-right corner)—Hold L + CD + CD

Indiana (upper-right corner)—Hold L + C® + (1)

Secret Vehicles

At the "Choose Car" screen, press and hold the C[®], C[®] and C[®] buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to

make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

At the title screen—when the words "PRESS START" are flashing—press Up, C®, R, Right, Down, B, B, B, C® to warp to a one-player Demitron vs. Demitron battle. **Boss Codes**

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork-L. R. C. C. C. C. C. C. C. Demitron—A, B, R, L, C♥, C♠

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence

Aaron's Ending—Up, C[®], R, Right, Down, R. R. CO

Demonica's Ending-Up, C[®], R, Right, Down, R, R, C® Demitron's Ending—Up, C[®], R, Right,

Down, L, L, C♥ Eve's Ending-Up, C®, R, Right, Down, R,

R. CD Gore's Ending-Up, C®, R, Right, Down, R,

Morphix's Ending-Up, C[®], R, Right,

Down, R, R, B Niiki's Ending—Up, C[®], R, Right, Down, R,

Scarlet's Ending—Up, C[®], R, Right, Down,

L, L, C® Sonork's Ending—Up, C[®], R, Right, Down, L. L. C.

Zenmuron's Ending—Up, C, R, Right, Down, L, L, C®

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing-enter the following codes using the D-pad, not the analog joy-

Gouriki-Up, Up, Down, Down, Left, Right, Left, Right, B. A.

Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released. Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an aster-

ARNOLD—Big characters*

TEENYWEENIES—Small characters* JUKEBOX-Music menu (appears under Audio Options")

FREEFRUIT-Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu) BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas BOMBSAWAY-All balloons are red (mis-

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo) BODYARMOR—All balloons are yellow

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL-Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION—Select same player (both players can choose the same character)* OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE-Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Enter the following password to start on Level 1 with all of the weapons in the game:

TJL BDFW BFGV JVVB

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, -press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the R button seven times, then press Left

 • Monsters On/Off—Press L, C, Left, R,
- C®, Right, Left, Left
- All Items On/Off—Press R, C®, Right, L, C[®], Left, C[®], Right
- Level Select—Press L, L, L, C®, Right, Left, Left, C€

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL-With this code in place, you'll have an endless supply of weapon pick-ups BANANA-Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50-With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position;









now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER-Changes all of the vehicles on the track into boulders

STEALTH-Makes all of the vehicles invisi-

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe"

XTREME—Increases your vehicle's top speed

XGTEAM-Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE. JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press the R button to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into WipeOutstyle planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode MISTAKE—Infinite special weapons

NOPANEL-Removes all timers, gauges and counters from the screen

NEUTRON-"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-

aliasing" feature; this makes the graphics appear more "pixelated"

RA50—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL-Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle XCHARGE—Infinite weapon energy and

shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers' option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name. If you press B. you will exit out of the "Edit Name" function and the driver's

- name will not be changed:
 Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
 • Enter "CREDITS" as the driver's last name,
- then exit to the title screen; you'll find a new option called "Credits"

- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
 • Enter "PYRITE" as the driver's last name,
- then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press L, Z, R, C®, C®, C®, C®, START; you'll hear a signal to confirm. Now you'll find that the 'Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles "Select Machine" screen, press L + R + C + C ; all of the available vehicles will

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

· Small Players-Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".

- Ghost Players-Choose the "Zone 4-UEFA" league, select the Slovakia team and change any player's name to "LASKO" • Invisible Players—Choose the "England" league, select the Sheffield W team and
- change any player's name to "WAYNE" · Players Fall Down Randomly—Choose the "Zone 4-UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

 • Invisible Stadium—Choose any team and
- change any player's name to "CATCH22
- Invisible Walls—Choose the "Zone 4— UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- · Black Line Mode-Choose the "Zone 5-CONCACAF" league, select the Canada team and change any player's name to "MARC"
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- · Access Road to World Cup, Round 2-Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- Unlimited Player Attribute Points— Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to

"NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press C + C + L A special screen will appear. Press Left or Right to choose any victory animation sequence (from A to H) and press the A button to view it.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times: a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear

FORSAKEN 64

Secret Codes

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

· Turbo Crazy Mode-B, B, R, Up, Left, Down, CA, CO

- Psychidelic Mode—A, R, Left, Right, Down, C♠, C♠, C♥
- · Wireframe Mode-L, L, R, Z, Left, Right, CO. CD
- Gore Mode—Z, Down, C⊕, C⊙, C⊙, C⊙, C€. C♥ • Stealth Mode—Up, Up, Up, Up, Right,
- Down, C€, C€ Infinite Primary Weapon—A, R, Z, Right,
- C. C. C. C. C. C. C. Infinite Secondary Weapon-B, B, Z, Left,
- Left, C♠, C♠, C♠ • Infinite Weapon Energy—L, Z, Left, Right,
- Down, Down, C♥, C♥ • Infinite Titans—A, B, L, Up, Up, C®, C®,
- Infinite Solaris-B. L. L. Z. Up. Down. C.
- CA • Kill Enemies with One Shot-B. B. B. L. R.
- Left, Down, Down
- Freeze Enemies—R, Z, Right, Right, C. C, C, C, C

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

NOGGIN-Big head mode

G H O S T—Ghost mode Z - W O O D-Z-Axis basketball court

T E A M – Z—Z-Axis team

N O F A N S—Dark background, improved frame rate

TRAILS—"Trippy" ball effect

B U Z Z Z—No shot clock THIRTY—60-second game

H O M I F-Home team is favored

M O N K E Y—Alternate sound effects

GOLDENEYE 007

Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold L + R and press C®

2) Hold L and press C®

3) Hold L + R and press Left on the D-pad

4) Hold L and press Right on the D-pad 5) Hold R and press Down on the D-pad

6) Hold L + R and press C[®] 7) Hold L and press C

8) Hold L + R and press Right on the D-pad

9) Hold L + R and press C♥ 10) Hold L and press Down on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options

Each stage in GoldenEye will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder: access this menu to

turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the
- "Secret Agent" difficulty setting.
 To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
- · To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the
- "Agent" difficulty setting.

 To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty set-
- To earn the "2x Rocket Launcher" cheat defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- . To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
- · To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
- . To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the
- "Secret Agent" difficulty setting.
 To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the
- "Secret Agent" difficulty setting. · To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
- To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
 • To earn the "2x RC-P90s" cheat, defeat
- the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
 • To earn the "Gold PP7" cheat, defeat
- the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
- To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
- . To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

CP. CV. CV

During the game, press START to pause. When the "Paused" menu appears, quickly press Co, Co, Co, Co. A new option called "Cheat" will appear. Highlight this option and press A to bring up a Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

God Mode (invincibility)—C, C, C, C, Clipping (walk through walls)—Press C® 20 times, then Co

Visit (stage select)—C, C, C, C, C, C,

Butcher (kill all enemies in the area)—C♥, C⊕, C⊕, C⊕ Health (refill health)—C, C, C, C, C, C Collect All Keys—C, C, C, C, C, C Collect All Artifacts—C, C, C, C, C Collect All Weapons—CD, CD, CD, CD, CD Collect Puzzle Items—C®, C®, C®, C®,



IGGY'S RECKIN' BALLS

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joy stick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYHEADS-Unlocks all but one of the secret characters

GOOEYGOOGOO-"Slime Mode" (all

tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are

GOBABY—Gives you a maxed-out turbo meter

2TIMES-2X Turbo Mode (turbo boosts last

twice as long)
NONSTOP—"Roll Mode" (constant turbo) SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.) ROLFHARRIS-Activates the black-&-white "Pencil Sketch" mode

2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND-Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begi flashing on the title screen, then press $C \otimes$, $C \otimes$, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

INTERNATIONAL SUPERSTAR SOCCER '98

Wait for the words "Press Start" to begin flashing on the title screen, then press $C\widehat{\Psi}$, $C\widehat{\Psi}$, $C\widehat{\Phi}$, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads Secret Teams

(Note: Use the D-pad to enter the follow ing code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, Ca, Up, C®, Down, C®, Down, C®, Left, C®, Right, C®, Left, C®, Right, C®, B, A, then hold the Z button and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable

character in all game modes except "Training" and "Focused Training

Bonus Options + Special Colors

As above wait for the demo to show one of the character biographies When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits se-

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows: Castle Stage—Hold Up and press B Jungle Stage—Hold Up and press C® Spaceship Stage—Hold Up and press C® Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C♥ Helipad Stage—Hold Up and press C♥ Bridge Stage—Hold Down and press B Dungeon Stage—Hold Down and press C[®] Street Stage—Hold Down and press C® Dojo Stage—Hold Down and press A Spinal Ship Stage-Hold Down and press

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B Maya Tune—Hold Up and press C® Glacius Tune—Hold Up and press C[®] Tusk Tune—Hold Up and press A Fulgore Tune—Hold Up and press C€ Orchid Tune—Hold Up and press C® Jago Tune—Hold Down and press B Gargos Tune-Hold Down and press Co T.J. Combo Tune—Hold Down and press

Kim Tune-Hold Down and press A Spinal Tune—Hold Down and press C® Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing Co; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again

Disco Court

At any time during the game, press A, C. Down, Up, CT, R, R, B, CD, CD, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu. hold the L button and press START or A When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Playerss

At the main menu, press CD, CD, B, R, R, C♥, Up, Down, C®, A, Z. Now when you start a game, the players will be tiny Secret Teams

At the main menu, press C®, C♥, C♥, C®, START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams above) and all of the players on the Lefties will have alien heads

MACE: THE DARK AGE

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick: you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-se lect screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the characterselect screen:

1) Highlight Koyasha and press START. 2) Highlight the Executioner and press START

3) Highlight Lord Deimos and press START 4) Highlight Xiao Long and press Quick (A or B in the default control configuration). **Bunny Slippers**

Enter the following code at the characterselect screen:

1) Highlight Ragnar and press START. 2) Highlight Dregan and press START.

3) Highlight Koyasha and press START. Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers. Switch Faces

Enter the following code at the characterselect screen

1) Highlight Al-Rashid and press START. 2) Highlight Takeshi and press START

Highlight Mordos Kull and press START.

4) Highlight Xiao Long and press START. 5) Highlight Namira and press START.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Tean

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

• Create a player named "AT MADDEN" to access the All-Time Madden tea

• Create a player named "SIXTIES" to access the '60s Conference B team.

 Create a player named "SEVENTIES" to access the All '70s team. · Create a player named "EIGHTIES" to ac-

cess the All '80s team.

· Create a player named "HOWLIE" to access the '97 Conference A team

· Create a player named "LEI" to access the '97 Conference B team.

 Create a player named "STATS MEN" to access the All-Time Stats Leaders team. · Create a player named "ELEC ARTS" to

access the EA Sports team · Create a player named "TIBURON" to ac-

cess the Tiburon team. Secret Stadiums Follow the instructions under "Secret

Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

• Create a player named "SAN MATEO" to

access the EA Sports stadium

· Create a player named "MAITLAND" to

TIPS & TRICKS

access the Tiburon Sports Complex. See the Ending

When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play

MADDEN NFL 99

Choose "Code Entry" from the main menu. then select "New Code" and enter any of the following codes to unlock secret fea-

BESTNFC—Unlock NFC Pro Bowl team AFCBEST—Unlock AFC Pro Bowl team B O O M-Unlock All-Madden team

IMTHEMAN—Unlock All-Time Stat

PEACELOVE-Unlock All '60s team BELLBOTTOMS—Unlock All '70s team SPRBWLSHUFL—Unlock All '80s team HEREANDNOW-Unlock All '90s team TURKEYLEG—Unlock All-Time Greats

THROWBACK-Unlock NFL 75th An-

niversary team
G E A R G U Y S—Unlock NFL Equipment

WELCOMEBACK-Unlock 1999 Cleveland Browns

INTHEGAME—Unlock EA Sports team HAMMERHEAD-Unlock Tiburon

EASTADIUM—Unlock EA Sports Sta-

O U R H O U S E—Unlock Tiburon Stadium

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/ World Series/HomeRun Derby"-tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios. See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if ou're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits. Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in re-Course Ghosts

Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

· Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that

course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MIKE PIAZZA'S STRIKE ZONE

Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats-L, R, L, R, B, L, B, A,
- Red bats-L, R, L, R, R, Down, B, A, Right
- Rainbow bats-L, R, L, R, Z, B, R, A
- · Devil's Thumb stadium-L. R. L. R. Right. A, C., L, A
- · Activate all options on the Pitch menu-L, R, L, R, C, A, Z, C, R, L See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, CD, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear. Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press Ca, R, B, B; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C®, Z, C®, Z, C®
- Big Feet Mode—C♥, R, Z, C♥, C€
 Kids Mode—C♥, C♠, R, L, Z
- Start with Uzi Sub Machine Gun—C●, CO. CO. CO. R
- Start with Mini Rocket Launcher-R. L. C, C, C, C
- Start with 9mm High Power Gun-R, L,
- C♥. C. C. Start with 7.65 Silenced Pistol-C®, L,
- C®, C®, C®

MORTAL KOMBAT 4

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C® + C® in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button. Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
 • Goro—Highlight the "Hidden" option at
- the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of

- the following cheat codes:

 Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTS" to see the credits from the end of the game Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off. Combos

3 Hits-High Punch, High Punch, Low

5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits-High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

Wind Stage—T H W M S B Earth Stage—C N S Z D G

Prison Stage—R G T K C S Water Stage—Z V R K D M

Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N Qhan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Ouan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground-hold A to warp to the battle with Quan Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press Co C®, A, B, C®, C®, C®. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong. Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian. Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now in cludes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motarofollowed by a whopping eight endurance

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch

sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish. Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C®, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark: this cheat menu allows you to activate the stage-select feature, disable throwing, activate un-limited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon. Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C♠, C♠, C♠, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

When you earn a gold medal in every event—including a "Championship Mode gold medal-you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off-Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass si-

Rooftop Court-Hold Left, press Turbo. Turbo

ABA Ball-Hold Right, press Shoot, Turbo, Display Shot Percentage—Rotate the D-pad

or joystick clockwise Each of the following codes must be en-

tered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players-025 No Music-048 Tournament Mode-111 Fast Passing—120 Stealth Turbo-273 Max. Speed—284 No Pushing-390 Unlimited Turbo-461 Hyper Speed—552 Max. Blocking—616 Quick Hands—709 Max. Power-802

Goaltending Allowed—937 Secret Characters To play as a secret character, choose "Enter Name" and input the name and pin num-

ber of one of the following special guests: Hardaway—AHRDWY 0000 Amrich—AMRICH 2020 Bardo-BARDO 6000

Pesina—CARLOS 1010 C. Robinson—CLIFFR 0000 Thompson—DANIEL 0604 Roan-DANR 0000 D. Robinson-DAVIDR 0000 DiVita—DIVITA 0201

Olaiuwon-DREAM 0000 Ferrier-EDDIE 6213 Elliot-ELLIOT 0000 Geer-FUGENE 6767 Ewing-EWING 0000

Hill-GHILL 0000 G. Robinson-GLENNR 0000 Grant-HGRANT 0000 Rivett—JAMIE 1000 or MUNDAY 5432

Japple—JAPPLE 6660

Skiles—JASON 0729 Carlton-JC 0000 Hedrick-JFER 0503 Hey—JONHEY 6000

Johnson-JOHNSN 0000 Kemp—KEMP 0000

Kidd-KIDD 0000 Boon-KOMBAT 0004 Malone—MALONE 0000 Martinez—MARTY 1010 Mednick—MEDNIK 6000

Miller-MILLER 0000 Minifee-MINIFE 6000 Morris-MORRIS 6000

Tobias—MORTAL 0004 Mutombo-MOTUMB 0000 Muresan-MURSAN 0000

Vinikour-MXV 1014 Ehrlich-NICK 7000 Fitzgerald—PATF 2000 Perry-PERRY 3500 Pippen-PIPPEN 0000

Quinn-QUIN 0330 Rice-RICE 0000 Rodman—RODMAN 0000 Root-ROOT 6000

Liptak-SHAWN 0123 Smits—SMITS 0000 Oursler—SNO 0103 Stackhouse—STACKH 0000 Starks—STARKS 0000

Turmell—TURMEL 0322 Webb-WEBB 0000 Webber-WEBBER 0000 Funk-NFUNK 0101

Mourning-MOURNG 0000 NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN nimbers to play as a secret charac-

TURMEL-0322 SAL-0201 IAPPLE-6660 JENIFR—3333



LUIS-3333 DANIEL-0604 IASON-3141 ROOT-6000 BRAIN-1111 GENTII -- 1111 RAIDEN-3691 ROOT-6000 SHINOK-8337 SKULL-1111 FORDEN-1111 CARLTN-1111 VAN-1234 RILL7-0526 JIMK-5651 MARKA-1112 ED-3246 MITCH-4393 IOHN-5158 JOSH-4288 RYAN-1029 BFTH-7761 BRIAN-0818 GRINCH-2220 PAULO-0517 NICO-4440 GATSON-1111 ROG-8148 MONTY-1836 SHUN-0530 GENE-0310 PAULA-0425 DBN-6969 Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code

Powerup Blockers—3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense-4-2-1-Up Powerup Offense-3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Super Blitzing—0-4-5-Up Hyper Blitz—5-5-5-Up Fast Passes-2-5-0-Left No First Downs-2-1-0-Up No Interceptions—3-4-4-Up No Punting-1-5-1-Up Allow Stepping Out of Bounds-2-1-1-Left No Play Selection-1-1-5-Left Late Hits-0-1-0-Up Turn Off Stadium-5-0-0-Left Tournament Mode—1-1-1-Down Show Field Goal %-0-0-1-Down No Random Fumbles-4-2-3-Down No CPU Assistance—0-1-2-Down Smart CPU Opponent—3-1-4-Down Invisible-4-3-3-Up Hide Receiver Name—1-0-2-Right Big Head—2-0-0-Right Huge Head-0-4-0-Up No Head-3-2-1-Left Team Big Heads—2-0-3-Right Headless Team-1-2-3-Right Team Tiny Players-3-1-0-Right Team Big Players-1-4-1-Right Show More Field—0-2-1-Right Night Game-2-2-2-Right Weather: Rain-5-5-5-Right Weather: Snow-5-2-5-Down Weather: Clear—2-1-2-Left Fog On-0-3-0-Down

NFL QUARTERBACK CLUB 98

Thick Fog-0-4-1-Down

Choose "Enter Cheat" from the main menu and enter any of the following passcodes: GLYTHMD—Giant players

S M L M D G T-Tiny players B B M N T B L—Players are tall and thin JPNSMWR—Players are short and fat TRNTDLFR—Passing accuracy is at zero for all quarterbacks

BRDWYNMTH—Passing accuracy is at maximum for all quarterbacks

CRLLWYS—Acceleration attribute is at maximum for all players

W L T R P Y T N—Agility attribute is at maximum for all players

STYCKYHNDS—Hands attribute is at maximum for all players

M C H L J N S N-Speed attribute is at maximum for all players

R N L D S W Z N G R—Strength attribute is

at maximum for all players Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players B G B F Y D F-All attributes are at maximum for all defensive players

B G B F Y F F-All attributes are at maximum for all offensive players LLDFSCK-All attributes are at zero for

all defensive players L L F F S C K—All attributes are at zero for

all offensive players SPRTMMD-All players' attributes are

PWHYRMN—All players' attributes are

at zero

SPRBGRMS—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100

SPRTRBMD—Super turbo mode FRMBYFRM—Slow motion mode DWNDRV—Eight downs instead of four N B C T C K L S—Computer-controlled play-

ers don't try to tackle S P R D P R T C K L—Super-duper tackles T G H T G R P—No turnovers

GTNHNDS-Nearly every hit causes a

fumble SPRSLYD—Slippery field

B G S P R D V—Dive distance is greater LDSTRTRK—Passes appear instantly in receivers' hands

L W Y S T P S S—Passes are always tipped B G T W S T R S-Ball carrier spins and spins until he's tackled

MNFLDMD—All players do the "up and over" dive every few seconds during game-

P B Y B Y M D—All players crawl like babies Y L C T R C F B—Players move around like the old "electric football" games S N W S L D S—Players slide around on

S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99

Choose "Enter Cheat" from the main menu and enter any of the following passcodes: S C L L Y M L D R—Alien stadium PWRPYLNS-Giant end-zone pylons B G M N Y—Huge coin in the coin toss MRSHMLLW—Big players B C H B L L-Giant football R B M N—Unlimited turbo STCKYBLL-No fumbles FRRSTGMP—Slow-motion D B L D W N S-Eight downs instead of X T R T M S-Unlock secret teams X T R V L T G—Electric football mode

BTTRFNGRS—Always fumble H S N F R-He's on fire! P N B L L-Players bounce off each other

F L B B R—Flubber ball PPCRNRTRNS—Land mine mode PWRKCKR-Powerful kickers R G B Y-Rugby mode

HSPTL-Lots of injuries TTHPCK—Toothpick players R C O T B L L-Racquetball mode S L P N S L D—Slippery mode

NHL 99

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay: F A S T-Faster gameplay BRAINY—Big head mode BIGBIG—Giant players

NHL BREAKAWAY 98

At the main menu, quickly press C₃, C₉, CO. Co. R. R. vou'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C[®], L, C[®]; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C₀, C₀, C₀, C₀, C₀, C₀, CD, CD, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you

See Injured Players for All Teams (Season Mode)

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C, C, C, C, C, C, C, C®, C®, C®, R to unlock it. Now enter the Trainers Room and press C[®], C[®], C[®], C[®], you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, CT, CT, CD. CO. Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

 Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.

· El Caion-Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A

 Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you. Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Modano on the USA team.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the CD button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

Player Size Tricks

At the Options menu, hold the C®, C® or C♥ button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "10"

Huge Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "01". Tiny Heads—Hold the C♥ button and press

R until the first two digits of the "Specials" option are "11"

Tiny Players—Hold the C● button and press R until the third digit of the "Specials" option is "1".

Giant Players-Hold the C® button and press R until the fourth digit of the "Spe cials" option is "1"

Short, Fat Players—Hold the C® button and press R until the fifth digit of the "Spe cials" option is "1"

Tall. Thin Players—Hold the C® button and press R until the sixth digit of the "Specials" option is "1"

Some of these effects can be combined: for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way. Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press Co nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work

Frequent Fight Mode

At the Options screen, hold the L button with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned 'on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival. Wario.

QUAKE Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

RAMPAGE WORLD TOUR

At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C[®], C[®], C[®], C[®],
- Level Select—Press Down Up. C. Down. C, C, Down, C; you'll automatically re-



turn to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.

"Game Boy Mode"—Press Up, Down,

Right, C[®], Down, Up, Left, C[®], Up, Down • Demo Mode—Press Left, Right, Up, Down, C[®], C[®], C[®], C[®], Left, Right, Up, Down, C[®], C[®], C[®], C[®], Left, Right, Up,

Down, Co, Co, Co, Co.

Instant Power-Ups

At any time during the game-not while paused-you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage. Shield—Down, Left, C[®], C[®]

Two-Way Weapon—Up, C®, Up, C® Three-Way Weapon—Right, Right, C[®], C[®] Four-Way Weapon-Down, Down, Up, C® Radiation Spray—Up, Down, C®, C€ Speed Up-Left, Left, Right, Right, C® Flamethrower Weapon-Down, Right, Down, Right, C®

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C¹, press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu

2) Choose "Setup;" at the setup screen. hold Ca, press Z, release both, tap Up on the D-pad, then press B to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold Co, press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.

4) At the Select Car screen, hold C®, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen where you'll find that Track 7 is now available.

"Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/ Controls/Audio"):

- . To disable the in-game timer, hold Z and enter the following code: Hold **C**♥, press C®, release both, hold C®, press C®
- . To disable the automatic abort feature press the C® button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press C®, then release both and press C®, C®,
- · To change the game's detailed polygo textures into flat shades of color, hold Co. press L, release both, press Z, hold Co press L, release both, press Z.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold Co, press Co. release both, hold Co. press Co.
- · To turn all of the traffic cones in the

game into mines, press L. R. L. R. L. R.

- To turn the courses upside-down, press Up, Right, Down, Left, Down, Right, Up, Left
- To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings

"Select Car" Screen Cheats

Each of the following codes works at the 'Select Car" menu:

- To change the height of your car, hold C♥, press C♠, release both, hold C♠, press C. Repeat up to four times for different heights
- To change the size of your vehicle's front tires, hold C, press C, release both, hold C®, press C®. Repeat the code for different tire sizes
- To change the size of your vehicle's rear tires, hold Co, press Co, release both, hold C[®], press C[®]. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold C and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press CD, C®, Z, C®, C®, Z, C®, C®.
- · To change the color of the fog in the game, hold Z and press C♥ three times; repeat the code to get different colors. Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle

Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then C♥, C♠, L, R, Z, then Left on the D-pad, CD, Up on the analog joystick, B Right on the D-pad, C⁽²⁾, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

STAR WARS: SHADOWS OF THE EMPIRE

Enter your name as "_Wampa Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold L + R + Z + C + C + C + C + C + C + Left onthe D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left-and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- · Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- · Kill Dash
- · Teleport (to another location in the current stage)
 • (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level

• Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C + C + C ; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "_Wampa_ __Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under 'Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold Co and press Up, then press C♥ repeatedly until you see an over-the-shoulder view of an AT-ST Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C® to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage hold C and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press Co to switch between Dash and the Wampa.

 • Also in the "Escape from Echo Base"
- stage, hold Co and press Right on the Dpad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press C® to switch be-
- tween Dash and the Snowtrooper.

 In the "Gall Spaceport" stage, hold C

 and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

• In the "Imperial Freighter Suprosa" stage, hold Co and press Right on the D-pad to control a Stormtrooper as described above. • In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold CD and press Right on the D-pad to control one of Prince Xizor's armored guards

See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators. Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu op-

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C♥ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C® + C® and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—A, Left, Left, C♥, A, Right, Z
- Access All Tracks (except Mirror Tracks)— A, Left, Left, Right, Down, Z
- Access Mirror Tracks—Right, Up, Left, C♥, Right, Down, Z
- · Access Milk Truck—Down, A, Right, Z, Right, Up, C♥



- · Access Helmet Car-Up, Up, Z, B, A, Left,
- Access Ice Cube Car—C®, Up, B, Right, A, C♥. A. Right
- · Access Beach Ball Car-B, B, A, Left, Left, C♥, A, Right
- Access Mirror Cars-Right, Up, Left, C. C♥, A, Right, Z. With this code in place, press Co at the Car Select screen to change any car into a mirror-textured vehicle.
- · Non-Blur Mode-B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear filtering" effects, making the graph-
- ics appear to be more "pixelated."
 ZBuffer Mode—C♥, Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off

See the Credits

Choose "Options" from the main menu. then highlight "the Load Configuration" option and press Co, Right, Down, Z. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

R B N S M T H-Invincibility THSSLKSCL—Spirit Mode CMGTSMMGGTS—All Weapons * BLLTSRRFRND-Unlimited Ammo * FRTHSTHTTRLSCK—Infinite Lives GRGCHN—Big Head Mode ** D N C H N-Tiny Enemy Mode DLKTDR—Pen and Ink Mode LLTHCLRSFTHRNB—Purdy Colors S N F F R R-Disco Mode (enemies don't attack)

CLLTHTN MTN—Quack Mode T H B S T—Gallery (view the characters)
F D T H M G S—Show Credits ***

NSTHMNDNT-Show Enemies (on the

(* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RB-NSMTH" code.)

** This cheat is also activated by the "RB-NSMTH", "GRGCHN" and "DNCHN" codes.) "The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick Anubis-3-D, → ¥ ↓ K ← + High Punch + Low Kick

Pagan—From 1/2 screen distance, ← → + Low Punch

Tak—← ∠ ↓ ¾ → + Low Punch + High Kick Maximus—Hold 3-D, press → → + High Punch + Low Punch

CY-5—From 1/2 screen away, ← ← + High Punch

Warhead—Far away, 3-D, → ¥ ↓ ¢ ← +

Voodoo-From 1/2 screen away, ← → + Low Punch

Vallah—In close, → → + Low Kick Kabuki Jo—At sweep distance, ← ∠ ↓ ↘ → + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You'll hear the announcer say. "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down, You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first War Gods title screen-not the one with the "Start/Options" menu on it-quickly press Co, Co, Right, A, B, C®, C®. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight "Continues" option; you'll find a new setting called "Free Play.

Cheat Menu

At the first War Gods title screen-not the one with the "Start/Options" menu on it-quickly press Right, Right, Right, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on-and the "Fatalities" option activated at the main menu-you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off ramp), go through all of the rings and finish the course before the timer expires The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt-like the stand and somersault-before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu choose Championship mode and select "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick Down and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay" Press L or R to highlight a player; that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is con trolling the puck, you can turn the players on both teams invisible. Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with vou.

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the Co button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the C[®], C[®] or Cr button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "10".

Huge Heads-Hold the Co button and press R until the first two digits of the 'Specials" option are "01"

Tiny Heads—Hold the C♥ button and press R until the first two digits of the 'Specials" option are "11'

Tiny Players—Hold the C® button and press R until the third digit of the "Specials" option is "1" Giant Players-Hold the C® button and

press R until the fourth digit of the "Specials" option is "1"

Short, Fat Players-Hold the Co button and press R until the fifth digit of the Specials" option is "1

Tall, Thin Players—Hold the C® button and press R until the sixth digit of the 'Specials" option is "1

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause. then access the Options screen. Hold the L button and press Co nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock has been reduced to 0:00 and the score is 1-0 against you.

Trade Players

C®, C®; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press A. The roster of the first

team appears on the left; press B to change the team on the right. Use Up or Down to highlight the name of the player you want to replace, use Left or Right to highlight the name of the player you want to replace him with. Press the A button to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press the START button to return to the "Team Stats" screen

Frequent Fight Mode

At the Options screen, hold the L button and press Co, Co, Co, Co, Co, Co, Co, C®, C®. The "Specials" option will appear with the ninth digit changed to "1 Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the L button and press CD, CO, CO, CD, CO, CO, CD, C³, C³. The "Specials" option will appear with the tenth digit changed to "1" Now you have access to four super teams at the "Select Your Team" menu: USA. Canada, Williams Entertainment and the "99ers"

See Company Logos

Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original Wayne Gretzky's 3D Hockey will work in Wayne Gretzky's 3D Hockey '98 except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams-the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets instead of the "super" teams from the original game.

WETRIX

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose. New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckie; this allows you to play with new oddly

walls and large blocks. Make Waves

Once you have earned the green background as described above, hold C® at the main menu to create a waterspoutor C♥ to create a vortex—which you can move around the screen with the analog stick

shaped pieces, including triangles, shorter



ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press $L2 + R2 + \square + \times$ simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered

ADVANCED DUNGEONS & DRAGONS IRON & BLOOD WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos-Hold L1 + L2 + R1 + R2 + Up and press X

The Lord of Chaos-Press Up, Down, then roll the D-pad from Up to the Down/Left position and press \triangle + \times simultaneously. (The movement should go like this: $\uparrow \downarrow \uparrow \land \leftarrow \checkmark \triangle + \times$) The Avatar of Order—Hold **Left** and press \Box , then press **Right** + O simultaneously Count Strahd von Zarovich—Press **Up**, then

roll the D-pad from Right to Down, then press

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes: Invincibility—Hold L1, press Down, Up, Left, Left, △, Up, Right, Down

All Weapons-Hold L1, press , O, Up, Down,

See Programmers' Debug Info—Hold L1, press Down, Down, \triangle Stage Select—Hold L1, press \triangle , Up, \times , Down

(this code adds a stage-select option to the "Paused" menu as well as the main menu)

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code when ever necessary to refill your ammo.

Invincibility

Also during the game, quickly press Left, X Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing: Unlock Secret Excalibur Ship—Hold SELECT

and press \triangle , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc Stage Select/Invincibility—Hold **SELECT** and

press \square , \triangle , \bigcirc , \triangle , \triangle , \square , \bigcirc (With this code in place, start the game, then hold **SELECT** and press START to access a secret menu that lows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press L1 to warp

Unlock "Classic Asteroids" Game—Hold SE-**LECT** and press \bigcirc , \bigcirc , \bigcirc , \triangle , \square , \square , \bigcirc

"Classic Asteroids" Codes

While playing "Classic Asteroids," press START to pause the game and enter any of the following cheat codes whenever necessary: One extra life—Up, Down, Left, Right, O, \Box ,

99 Lives—Up, \times , Down, \triangle , Left, \square , Right, \bigcirc Invincibility-Down, Down, Up, Up, O, D, A,

AUTO DESTRUCT

Cheat Menu

At the main menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1, Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code: Extra Nitros—L1, \bigcirc , Down, L1, Up, \square , \bigcirc , R1

Extra Money-L1, R1, Up, O. Down, D. Right,

Add One Minute to Time—Down, L1, L1, O, O, R1, Up, □, L1

Invincibility—L1, L1, L1, L1, Left, O, O, □, L1 Infinite Fuel-L1, O, Left, L1, O, R1, L1, Up, R1, Down

Car Tune-Up Menu—L1, R1, L1, Up, Down, O, Down, Right, Left, . R1 Blood Mode-L1, Down, R1, Left, L1, Right,

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)— Up, R1, Down, L1, Up, Left, R1, Right, L1 Mission Select-Up, Down, O, L1, R1, L1, O,

Next Mission (jump to next mission from the cheat menu)-, O, R1, L1, O, Down, L1, Up All Time Trials Available—R1, L1, O, Left, O,

O. Left. L1. O

Down, Up

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BEAST WARS TRANSFORMERS

Weapon Power-Up
During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, △, ×, □, START. Now your character's wear will be more powerful than the standard weapon

Stage Skip

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, \triangle , \times , \times , \triangle , **Right**, **Left**, **Down**, **Up**, **START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BIO FREAKS

First-Person View

During a match, hold L2 + R2 and point the Dpad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down

BLAST CHAMBER

Infinite Lives

At the main menu, press , Left, , Right, O, Down, O, Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special fea-

3 6 3 6-Unlocks two extra stages in Battle

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

Cheat Codes

Press \square at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

XMUCHOLIFE-99 lives XTOOROCKER—Have all rockets X L V L C H T M S B—Access all levels

X Z O O M M E R K B—During the game, hold

Left on the D-pad and press START to warp to a different location in the current stage X A L L D B U G C R-Activate all of the above

cheats at once X B N S C H T M M M—Play bonus round X U R A S N A K E R-Bubsy w/black T-shirt &

eyepatch Voice Test

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

BUBSYHITXA BUBSYBOPXA

B U B S Y C N T X A B U B S Y D O G X A

BUBSYCARXA BUBSYGLDXA

BUBSYHIHXA BUBSYIDLXA

BUBSYSCRXA

BUBSYH20XA BUBSYWOOXA

B U B S Y W O L X A B U B S Y W O R X A

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select Choose Super Buster B. from the main menu

and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press X. A stage-select menu will appear. Buster Buddies Stage Select
As above, choose B. Buddies from the main

nenu and select "Game Start." When the title screen appears, choose the number of players then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press X. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose B. Buddies and select "Game Start. When the title screen appears, choose the number of players, then quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press X on Controller 1. After choosing your character(s), you'll access a top secret se ries of bonus stages.

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start' are flashing

Unlock all characters except Syn and Kron-L1, R2, R1, □, Down, ○, Down, L2, □, □, □, □ • Unlock Syn—R1, Right, R2, □, R1, Down, R1,

R2. R2. O Unlock Kron—L2, L2, Up, Up, Up, Left, Down, Up, ○, L1

· New costume for Orion-R2, Down, Down, O, □, □, R2 New costume for Nephra—□. L1. ○. Up. △.

Left, \triangle • New costume for Juni-Down, , Down, L2,

Down, Down, Down New costume for Syn—O, O, O, L1, R1, O,

• Infinite Magic—Right, Right, Right, Left, △, Left, Left,

 Allow dismemberment in any round—Up, Up, Right, Right, Left, O. O. Down

· See characters' ending sequences instead of opening sequences-\(\Delta\), Right, \(\Delta\), Right, \(\Delta\), △. R2. R1. L1. L2. △. △

CARNAGE HEART

Manual Control

Left

During a battle, press the SELECT button to up the display menu, then press the SE-LECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Auto matic" to "Manual"; now you can control your OKE as follows:

Up, Down-Move forward, backward Left, Right—Turn left, right

L1 + Left—Move left

L1 + Right-Move right

L1 + Up—Change altitude up

L1 + Down—Change altitude down

∧—Jump up

△ + D-pad-Jump forward, backward, left or

right

X—Fire Main Weapon

O-Duck R2 + △—Fire Sub Weapon

R2 + X—Fire Sub Weapon twice

R2 + O-Fire Sub Weapon three times R2 + □—Fire Sub Weapon four times

If you're in battle with one or more allies and u use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control

CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI—No collisions with other cars

EPILEPTI or SPACERID—Race on Tron-style tracks

FAT TIRE—Fat rear tires

PUSHBUTT-With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

COLONY WARS Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear:

 Enter "Hestas*Retort" for infinite energy. • Enter "Commander*Jeffer" to access all lev-

· Enter "Tranquillex" to get super-cooled

weapons.
• Enter "Memo*X33RTY" for infinite sec-

COLONY WARS: VENGEANCE

Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they ap-

 Enter "Demon" to access a stage-select option

• Enter "Vampire" for infinite energy

 Enter "Avalanche" for infinite Afterburner
 Enter "Chimera" for infinite Secondary weapons

Enter "Hydra" for 99 upgrade credits
Enter "Dark*Angel" for super-cooled

weapons • Enter "Tornado" to access all weapons • Enter "Thunderchild" to access all fighters

· Enter "Blizzard" to activate all of the above cheats • Enter "Stormlord" to turn all active cheats

COMMAND & CONQUER: RED ALERT

RETALIATION Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu. then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press \(\Delta \) to access the sidebar, then highlight the □ symbol, press the ○ button, highlight the × symbol, press the ○ button, highlight

the \bigcirc symbol, etc. • Invulnerability— \square , \times , \bigcirc , \times , \triangle , \triangle

• 1,000 Credits—X, X, □, O, O, O • Atom Bomb—O, X, O, O, X, □ • Chronoshift—□, O, ∆, X, O, O • Parabomb—X, X, X, O, ∆, □

• Reveal Entire Map— \triangle , \triangle , \times , \bigcirc , \triangle , \square • Win Current Level— \bigcirc , \bigcirc , \triangle , \times , \times , \square • Lose Current Level—O. X. O. D. D. X "Soylent Green mode" (harvest people in-

stead of ore)— \square , \times , \square , \times • Replace generic "civilians" with real names— \square , \square , \bigcirc , \bigcirc , \triangle , \triangle

CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the back-

Infinite Continues—L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)

Access All Weapons—L2, R2, L1, R1, Up. Down, Down, Up (During the game, hold the



Stage Select-L2, R1, L1, R2, Left, Right, O. ...

Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)

Movie Test-L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)

Hidden "Gyruss" Game-L2, L1, Left, Right, R1, R2

Hidden "Pac-Tank" Game-R2, R1, Right, Left,

Funny Announcer

Choose "Options" from the main menu, then press the SELECT button 55 times at the Options screen (or 40 times if the word "Replay" is not highlighted); you'll hear a signal to confirm. Now the announcer's voice is highpitched.

COOL BOARDERS 3

Cheat Passwords
Choose "One Player" at the main menu and enter the "Tournament" option. Choose
"New Tournament", then—at the "Enter
Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press \triangle repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game

OPEN_EM—Unlock all characters

W O N I T A L E—Unlock all courses B I G H E A D S—All characters have big heads (press START to activate the big heads once a race is in progress)

Enter the following special password to gain access to any stage with all gems and keys collected.

ΔΔΔΧΠΔΔ $\Delta \Delta \Box \times \Delta \circ \Delta \Delta$ $\Delta \circ \Box \Delta \times \times \times \times$

CRASH BANDICOOT 2 CORTEX STRIKES BACK

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the

pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second cret level

CRITICAL DEPTH

These codes should be entered quickly during gameplay:

- Invincibility-L1, R1, L1, R1, Up, Down, Left,
- Mines—Hold R2 and press Right, Left, Down
 Quad Damage—R1, R2, R1, R2, Up, Down,
- · Drop Pods-L1, R1, L1, R1, Up. Down, Left,
- · Surface Mine-Hold R2 and press Right,
- · Stun Blast-Hold R2 and press Right, Left,
- Infinite Weapons-L1, R1, L1, R1, Up, Down, Left, Down

CROC: LEGEND OF THE GOBBOS

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUR

THE CROW: CITY OF ANGELS

Choose "Continue" from the main menu and enter one of the following codes:

 $\bigcirc \times \triangle \times \triangle \bigcirc \triangle \bigcirc \times \square$ —Start at Ship stage

 $\times \bigcirc \triangle \bigcirc \bigcirc \bigcirc \triangle \bigcirc \times \bigcirc -$ Giraffe Mode $\triangle \triangle \times \bigcirc \bigcirc \bigcirc \bigcirc \times \triangle \bigcirc -$ Stickman Mode \triangle \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \triangle \triangle —Watch All Video

×□○△△○□×□—Debug Mode Stage Passwords $\triangle \times \triangle \triangle \bigcirc \Box \triangle \Box \times \bigcirc -$ Pier $\times \times \times \times \triangle \Box \times \times \times \bigcirc -$ Ship $\triangle \triangle \triangle \triangle \bigcirc \bigcirc \triangle \square \bigcirc \bigcirc$ —Church $\times \triangle \times \triangle \square \bigcirc \bigcirc \times \square \bigcirc$ —Day of the Dead △ ○ △ ○ ○ △ × ○ □ ○—Second Coming Club

 $\times \times \bigcirc \times \square \square \times \triangle \triangle \bigcirc$ —Judah's Tower $\triangle \times \times \times \bigcirc \Box \triangle \Box \triangle \bigcirc \bigcirc$ —Borderlands $\times \times \times \bigcirc \Box \Box \times \times \triangle \bigcirc \bigcirc$ —Finale

DEATHTRAP DUNGEON

At the main menu, press L1, R1, A, A, D, O, R1, L1; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it-albeit with-

DIE HARD TRILOGY

Each of the following codes works in the "Die portion of the ga Invincibility—Press START to pause, then hold

the R2 button and press Left, Right, Up, Stick-Man Mode—Press START to pause, then

hold the R2 button and press A ten times.

Silly Mode—Press START to pause, then hold the R2 button and press Down, O, O, Down,

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

cibility—Press START to pause, then hold the R2 button and press Down. A. Right. health will go down, but you won't die when it's gone.

Fergus Mode—Press START to pause, then hold the R2 button and press \bigcirc , Down, Down, \square , \times , \square . Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game. Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the

Big Cars—Press START to pause, then hold the R2 button and press Left, △, Right, Down. Chase View—Press START to pause, then hold the R2 button and press Down, O, Down, O. This adds a new camera angle to the available

DUKE NUKEM: TIME TO KILL

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility-L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

d Ammo-Left, Right, Left, Right, SE-LECT. Left. Right. Left. Right. SELECT. Inventory-R1, R1, R1, R1, R1, L2, L2, L2, L2. L2

Keys-Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the charac ters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down

and use the \triangle and \times buttons to choose a stage, then press **START** to warp there.

FELONY 11-79 Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + \triangle ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FA: ROAD TO WORLD CUP 98

Maximum Player Attributes Choose "Customize Squad" from the main menu and access the "Player Edit" option. When the Player Edit screen appears, press L1, L2, X, D, X; now you can set any player's attributes to 99 without running out of at-

THE FIFTH ELEMENT

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to con-firm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a n'ew item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press START to pause, then press **Right**, \square , \triangle , \square , \triangle , R1, L1, R1, L1, \bigcirc . When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, \square , \triangle , \square , \triangle , \times .

Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the

G-POLICE Infinite Shields

At the "Mission Brief" screen, hold L1 + R2 + and press Left on the D-pad. Unlimited Ammo

At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad.

GEX: ENTER THE GECKO

During the game, press START to pause, then hold the L2 button and press Left, Right, \triangle , Down, Right, Left. Infinite Lives

During the game, press START to pause, then hold the L2 button and press Up. Up. Down. Right, △, Down.

Random Speech

During the game, press START to pause, then hold the L2 button and press △, Left, O, Up, Down. When you unpause, you can press SE-LECT at any time to make Gex say a random one-liner.

During the game, press START to pause, then hold the L2 button and press Right, △, Right, Left, \triangle , \times . With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Di-mension map, press SELECT to call up your current game's stats, then hold.the □ button to see your best times for each level. Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Right, △, Down, Right. When you unpause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or \times to cycle between three different menus. Debug Menu

When you're on the Media Dimension map, press START to pause, then hold the L2 button and press Right, Right, Left, Right, \triangle , Down, Right, Right, \triangle , Right, Left, \triangle , \times , Right, \triangle , Right, Left, \triangle , \times . When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the different options on or off; use the "Collectables" submenu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Di-

GHOST IN THE SHELL

Stage Select

At the main menu, press R2, R1, , , Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press
at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "W E Y H E Y" to start with 9,999,990 points.
- Enter "B L O W M E" to have your character's map coordinates displayed on the screen
- while you play.

 Enter "E A T T H I S" to max out your "Wanted" level
- Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items

GUNSHIP

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HEART OF DARKNESS

Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" tion or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME

The Hero's Gauntlet-Hydra, Medusa, Shield, The Centaur's Forest—Centaur, Hercules head.

The Big Olive-Centaur, Shield, Hydra, Her-

The Hydra Canyon-Shield, Helmet, Shield,

Medusa's Lair-Archer, Pegasus, Archer, Centaur Cyclops Attack—Helmet, Pegasus, Hercules

head Archer Titan Flight—Soldier, Shield, Shield, Lightning Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls-Soldier, Lightning, Soldier, Watch All Full-Motion Video Scenes

Access the password entry screen and enter



Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up. Up. Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course. Mirror Characters

At the Character Select menu highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT

At the title screen menu, highlight "Start" hold the D-pad in the Up/Left position, hold **SELECT** and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the \triangle and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTELLIGENT QUBE

Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages

INTERNATIONAL TRACK & FIELD

Skimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

JET MOTO

Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press \bigcirc , \bigcirc , \bigcirc , \bigcirc , \triangle , \triangle , \bigcirc , \triangle . You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects 2 Player vs. CPU— O, □, R2, O, △, L2, Right,

Up

Double Stunt Points—Right, Up, O, L2, \triangle , O, R1. R2

Unlimited Turbos—△, O, Right, R2, Up, □, Up,

Rocket Racer—△, Up, Up, L2, L2, Up, Up, Up Multiple Camera Angles—△, Down, □, △, L1, 11 R1 R1

No Resistance—□, L1, △, Right, L1, Down, R2,

Super Ability-Down, O, Left, L1, Left, Right, Left, Right

Air Brakes—R1, R2, Right, L2, Up, O, Up, O Ice Racing-Up, R2, R1, Right, L1, D, Right, Right

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter op-

tion to "Male". Now press START; when the yellow highlight appears on the menu at the bottom of the title screen, press Up. Right. Down, Left, Up, Right, Down, Left. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press START again; when the main menu reappears, press Up, Left, Down, Right, Up, Left, Down, Right. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the START button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the \triangle button, your changes will not be retained and the codes won't work.

To access all of the tracks-including the alternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to 'Master" and the Laps Per Race to "5". 2) Choose "1 Player" at the main menu; highlight Li'l Dave, press X, then press △ until you

get back to the main menu.

3) At the main menu, quickly press Up, Down, Left, Right, R2, R1, L2, L1; you won't get any confirmation of this code.

4) Return to the Options menu and set the Laps Per Race to "3". 5) Choose "1 Player" at the main menu; high-

light Wild Ride, press X, then press △ until you get back to the main menu.

6) At the main menu, quickly press Up, Left, Down, Right, \square , R2, \bigcirc , L2; you will hear a signal to confirm this code.

7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".

8) Choose "1 Player" at the main menu; high-

light Bomber, press X, then press △ until you get back to the main menu.

9) At the main menu, quickly press Up. Down. Left, Right, Up, Down, Left, Right; you won't

get any confirmation of this code. 10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On"

11) At the main menu, quickly press R2, R1, L1, L2, R2, R1, L1, L2; you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, [Down, △, Right, ○, L1, R1; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD

Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears. enter one of the following codes as your name to get the corresponding cheat in your next game:

! P E M O N ?- Deformed characters ? LOVESEXY?—See the ending BEDSTRAW!—10 credits ! E I K K I N-Invincibility

K-1 THE ARENA FIGHTERS

Secret Character

Choose "Team Battle" from the main menu, then-when the character-select screen appears—press Up, Up, Down, Down, Left, Right, Left, Right, START. You'll hear the crowd cheer and Mastar Ishii will appear as a selectable character on the right side of the

Infinite Stamina

At the title screen, wait for the words "Push Start" to begin flashing, then quickly press press Up, Right, Down, Left, Up, Right, Down, Left, SELECT. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down-but neither will your opponents'.

During a match, press START to pause, then

press L2, R1, L1, R1, L2, R1 while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press Up or Down to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.

Alternate Costumes

At the title screen, hold L1 + R1 and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants. See the Ending

Turn the PlayStation on with the K-1 disc inside and hold L1 + L2 + \triangle + \bigcirc + Left on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins; instead of the normal introduction. you'll see the video from the game's ending, complete with credits.

KAGERO: DECEPTION II

Sound Test

When the words "Press Start" appear at the title screen, press R1 four times, then R2 six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

THE KING OF FIGHTERS '95

Boss Code

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Up + O then Right + \square , then Left + \times , then Down + \triangle . The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters.

Duplicate Characters

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Down + \triangle , then Left + X, then Right + \(\subseteq \), then Up + O. Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character three times.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives) Compy— $\times \times \bigcirc \triangle \square \times \square \times \bigcirc \triangle \square$ Human Hunter—□□△○×□□□□
Raptor—××○△□×□×□□△○ T-Rex—X X O \(\times \) \(\ti Gallery Passwords

Compy—□□△○×○△○△△×× Hunter—XXOADAAAXODO Raptor—□□△○×○△○×△×△
T-Rex—△△□×○□○××□△□ $Prey_\triangle \triangle \Box \times \bigcirc \Box \triangle \times \Box \Box \bigcirc \bigcirc$

Stage Select

Access the password screen and enter the following password: \square , \times , \bigcirc , \triangle , \triangle , \times , \square , \bigcirc , \triangle . You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

MACHINE HEAD

Infinite Energy

At the main menu, press O. L1, L1, L1, O. L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1, C, O, L1. Infinite Ammunition

At the main menu, press O, O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1, Level Select

At the main menu, press L1, O, L1, L1, L1, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O, O. With that code in place, press the R1 button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use R2 to go back through

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned

'off" at the option menu, then enter one of the following codes at the character-select screen

For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing Up.

For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing Down. Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

Dr. Doom-Press Down, Down, then press and continue to hold X, then ○, then R1 (you should still be holding X and ○ when you press R1)

Thanos—Press Up, Up, then press and continue to hold L1, then \triangle , then \square (you should still be holding L1 and \triangle when you press \square) To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

 Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + ○ when you press R1)

• Thanos—Press Up, Up and continue to hold

Up on the second press; wait three seconds, then press and continue to hold L1, then \triangle , then [(you should still be holding Up + L1 + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects:

Access All Missions—T < X O / A X A < Extra Weapon Variants—T # X O / A X < < < Slow Heat Build-Up—# X X O / A 4 > Y +
Access "Elemental" Mech Chassis—T / X O / A

Access "Tarantula" Mech Chassis-# / X O / A

"Cruise Control" Throttle-# A X Q / A 4 Y Y A Invincibility-# # X O / A > < U Z Infinite Ammunition—T O X O / A X > T U
Use Any Mech—# O X O / A > > O / Jump Jets for All Mechs—#YXO/A>YOL

MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION

Boss Tips

• To defeat Grenade Man, use the Thunder

. To defeat Frost Man, use the Flash Bomb.

 To defeat Tengu Man, use the Ice Wave. •To defeat Clown Man, use the Tornado Hold.

To defeat Agua Man, use the Astro Crush.

· To defeat Sword Man, use the Water Balloon. • To defeat Search Man, use the Flame Sword.

· To defeat Astro Man, use the Homing

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be ightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game begins, Zero's costume will be black instead of red. This code has no effect on the gameplay.



MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—Left, Right, □, ○, Left, Right. . O

Slow down computer cars— \bigcirc , \triangle , \square , \times , \bigcirc , \triangle ,

Super speed— \times , \bigcirc , \square , \triangle , \times , \times , \times

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to

change into diffeent objects.) ug mode—Up, Down, Down, □, ○, ○, △

X. With the Debug code in place, the following options become available:

 Press □ + ○ + ∧ + X to make all of the vehi cles on the track explode · Hold SELECT and move the D-pad to tilt or

rotate the camera angle Hold SELECT and press L2 or R2 to zoom in

Hold SELECT and press □ to have the com-

puter control your car
• Hold SELECT and press X to end the race

with you in first place! "Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

. Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
• Enter the name "TANKS4ME" and you'll al-

ways play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a tro-phy; enter "CONFETTI" to cancel this code.

MONSTER RANCHER

Secret Monsters
There are over 40 special monster types hidden in Monster Rancher that can only be found by using ONE specific CD in the Shrine The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with Monster Rancher the way they should. Occasionally an audio CD will be re mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless ou have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.

Homogenic by Bjork—"Geisha" Horses by Patti Smith—"Gallop

The Abbey Load E.P. by Red Hot Chili Peppers-"Bikini"

Forrest Gump (Disc 1) Original Movie Sound-

Bridges to Babylon by The Rolling Stones—

Something About the Way You Look Tonight by Elton John—"Angel" The Ultimate Collection by Jackson 5-

"Bunny Like a Virgin by Madonna—"Platinum"

1984 by Van Halen—"Eve" Beach Boys Concert by The Beach Boys-"Stripe

Paris, Texas Original Soundtrack—"Sam Monster by R.E.M.—"Apocolips"
The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet" Love Deluxe by Sade—"Looker"

Middle of Nowhere by Hanson—"Sleeves" Christmas with the Chipmunks by The Chipmunks—"Santa"

also: Merry Christmas by Mariah Carey-

Metal Health by Quiet Riot-"Gamer" Greatest by Kiss-"Kuma

Nevermind by Nirvana—"Karaoke"

Demo disc from Next Generation magazine, December 1997—"Milky Way" Demo disc from Ultra Game Players magazine, December 1997—"Two Tone"

On Air (Disc 1) by Alan Parsons—"Sky The Fat of the Land by Prodigy-"Naga" Destiny by Gloria Estefan—"Cari" The Best of the Village People by The Village

-"Anguish" Bringing Down the Horse by The Wallflow-

Spawn: The Album Original Movie Sound track-"Zombie"

Combat Rock by The Clash-"Tank" Kerplunk by Green Day—"Bonsai Kick by INXS—"Gooaall!"

Grand Prix by Teenage Fanclub No Way Out by Puff Daddy & the Family-

Mellow Gold by Beck-"Magnet"

Major League 2 by Original Movie Sound-

History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"

Floored by Sugar Ray—"Jaques Greatest Hits, Volume 3 by Billy Joel-

Spice by Spice Girls—"Cutey"

Live at the Apollo by James Brown-"Hot

Salsa No Tiene Frontera by Orquesta de la Luz-"Mage"

Damned Damned by The Damned— "Doodle"

Yourself or Someone Like You by Matchbox 20-"Sketch"

Truth and Soul by Fishbone—"Beame Men in Black: The Album Original Movie Soundtrack—"Disrupt"

Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"

. The average monster will not live long enough for you to take it from the "E" rank ing all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

· Some special monster types can be created by combining two monsters in the Lab with the right item. For example, If your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

 If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lah

When your monster dies and you go to the shrine to create a new monster, there is a 1in-16 chance that the new monster will be imoued with the spirit of the monster who died A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scrib ble" monster with another monster in the lab to get the "Doodle" type.

 To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaal!" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo-anytime after the copyright screen appears-rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, \triangle six times, \times six times and \bigcirc nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninia Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press X. O. △, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to ac-

cess a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatal ity Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage-including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode: when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice

 Player 2: Press Low Punch twice. Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh: continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode: the other three options allow you to perform fatalities with just one button press

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down

3) Continue to hold Block + Run until the

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

3 Hits-High Punch, High Punch, Low Punch 5 Hits-High Punch, High Punch, Low Kick,

High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "GTTBHR" for infinite lives

Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from

• Enter "R C K M N D" to see a demo of the

rock boss exploding Stage Passwords Wind Stage—T H W M S B Earth Stage—C N S Z D G

Water Stage—Z V R K D M Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N Qhan Chi's Fortress-Z C H R R Y (With this

Prison Stage—R G T K C S

code in place, you can warp directly to the battle with Quan Chi if you hold the L1 button when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.), Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja char-

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press △ when "Finish Him/Her"

• Fatality 2-Press O when "Finish Him/Her" appears.

 Animality—Press L2 when "Finish Him/Her" appears.

• Friendship-Press R1 when "Finish Him/Her" appears

Brutality-Press When "Finish Him/Her" appears

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats: $\times \times \square \times \times \times \triangle \triangle$ —Infinite Firewalls $\square \times \bigcirc \square \times \square \bigcirc \square$ —Infinite weapons

○××△□△□○—Infinite lives □ △ ○ △ × △ □ X—Access any level △ ○ △ □ □—Bonus level access

 $\times \times \times \square \triangle \bigcirc \times \triangle$ —Enable fifth ship (Speed-○ × □ △ △ ○ △ ○—Activate "water" effect △ × △ ○ □ △ ×—Bonuses don't reset

NAMCO MUSEUM VOLUME 2

when you die Mappy Stage Skip

Load the game Mappy and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the X button

Super Pac-Man Stage Skip

Load the game Super Pac-Man and press the \triangle button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold L1 + R1 + O and press START: The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level. Gaplus Stage Select

Load the game Gaplus and press the A button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold L1 + R1 + ○ and press START; a stage-select number will appear at the left side of the screen. Press Up or Down to change the num ber of the stage you'd like to warp to, then press START to begin at the stage you chose. Dragon Buster Stage Skip

Load the game Dragon Buster and press the △ button to access the dipswitch screen Highlight switch #5 in the "SW2" box and



press X to turn it "on." Now start the game When the map screen appears, hold L1 + R1 + O and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2 You can continue to advance to higher rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on just release the buttons and you'll be able to enter the dungeons normally

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses Load the game Pole Position II and press the △ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then press Up to turn on switch #1 in the left box. Now press \triangle twice and choose "Game" with the \times button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Turbo Mode Load the game Galaxian. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the numher of credits shown in the lower right corner of the screen is 32, press the SELECT button one more time and hold it down while press ing START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return

to the main Museum menu.

Galaxian Hard Mode
Play the game Galaxian until you clear Round 9. After you've done this, press the \triangle button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode

Galaxian Psychidelic Mode

Play the game Galaxian until you have a high score of 30,000 points or more. Once you've done this, press the \triangle button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press \triangle to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press Up to turn it on. (You can't change this switch unless your Galaxian high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the

The Tower of Druaga Secret Area

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from Druaga and find another Druaga machine to play

NAMCO MUSEUM VOLUME 4

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on Genpei Tourmaden (a.k.a. The Genji and the Heike Clans).

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sun ning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability

- Find the ghost behind the left side of the
- Find the ghost on top of the wall (press A
- Find the ghost talking to the fairy.
- Find the power pellet (press △ to look up at the tops of the trees).

Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Enter the museum and go up the stairs, then enter the first door on the left, the one that says. "X-Room." Once inside hold L1 + R1 + A and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an Assault Plus machine.

The Genii and the Heike Clans Stage Select Load the game The Genii and the Heike Clans and press the \triangle button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press △ open the test screen options window. High-light "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then high-light "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order: for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press T to warp there.

NANOTEK WARRIOR

Press START to pause the game at any time, then enter any of the following cheat codes at the "Paused" men

• Refill Shield—SELECT, O, Right, Up, Up, L1,

- Warp Speed Boost—O, \square , O, \square , \triangle , \triangle , \triangle Stop Ship— \triangle , Left, \triangle , Right, \triangle , Up, \triangle , START (with this code in place, you can stop your vehicle's forward progress at any time by holding the \triangle button)
- First-Person Viewpoint— \triangle , \bigcirc , \square , \square , \triangle , \triangle ,
- SELECT, START • Randomize Level Curves-O, SELECT, Left,

. Down, Up. X Passwords
Level 2—□×××□□×△△ Level 3—X O X X X 🗆 🗆 🛆 🗆

Bonus Level 1—○□XX□XXX△ Level 4—△X□X□□△X○ Level 5—○ X □ X X □ Δ X Level 6—X □ □ X □ □ Δ X ○ Bonus Level 2—□□□×□□△△□
Level 7—×××□×△○△□

Level 8—□××□×○×△○
Level 1 with upgraded NanoTek ship—×□×

THE NEED FOR SPEED

Hidden Tracks Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Loca tion" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons u'll see the name of the track change to "Rally"; this changes the pavement to a slipdirt road like those in Sega Rally. If hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track: this one's a desert course called "Oasis Springs"

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place get to the "Race Location" menu and high light the "Segment View" (or lap-select) box Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a full-on simulation

Choose the Head-to-Head mode on the Race

Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, O, and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles
When the "Loading..." screen appears before a race—with the course map on the screen—press and hold $L1 + R2 + \triangle + \bigcirc$. Do not release the buttons until your car appears on the track. Now press the A button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords

Enter any of the following passwords from the options menu to activate different fea-

Access Ford Indigo car—LILZIP
Access Monolithic Studios track—SHOTME Upgrade all cars to Pioneer engines—P O W R

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehi-Army Truck—A R M Y M E

Volkswagon Beetle—B E E T M E RMW-RMRMF Mercedes-Benz—B N Z M E Volkswagon Bug—B U G M E School Bus—B U S M E Citroen—C I T M E Shipping Crate—CRATME Pick-up Truck—JEPME andcruiser—L C M E Stretch Limousine—LIMOME Log-LOGME Mazda Miata—M A Z M E Outhouse—O U T H M E Luxury Sedan—Q U A T M E Semi Truck—S E M I M E Army Truck II—S N O W M E Newsstand—S T D A M E Covered Newsstand—S T D B M E Souvenir Stand—S T D C M E Monolithic Studios Tram—TRAMME Tyrannosaurus Rex-T R E X M E Van—V A N M E Volvo Station Wagon—V O V M E Covered Wagon—W A G O M E Jeep Wrangler—Y J M E To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M

NEED FOR SPEED III: HOT PURSUIT

E" to "U". For example, if you want to play in

two-player mode with two army trucks, enter the password "A R M Y M E", then enter the

password "A R M Y U", then start the game.

Cheat Codes
Choose "Options" from the Game Setup

menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—MCITYZ AutoCross Hidden Track—XCNTRY Caverns Hidden Track—XCAV8 The Room Hidden Track—PLAYTM Scorpio-7 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM Activate Jaguar XJR-15—LJAGX Activate Mercedes-Benz CLK-GTR-AMGMRC Activate El Nino—ROCKET

All cars and bonus tracks (not hidden tracks)-

All Camera Views—SEEALL Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1+R2). You must keep these buttons held down until the loading screen appears in order for

the codes to work. Slow the game down by 20%—Up + \times + \triangle Cops Speak With Different Accent—Up + R1 +

Cops Speak in German—Up + R2 + L1 Cops Speak in Spanish—Down + R2 + L1 Cops Speak in Italian-Left + R2 + L1 Cops Speak in French-Right + R2 + L1

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ button and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the \triangle and \bigcirc buttons immediately you can enter any or all of the additional codes shown below: these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message ap-

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes
- · Press Left, then Right: the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322 SAL-0201 JAPPLE—6660 JENIFR—3333 LUIS-3333 DANIEL-0604 JASON—3141 ROOT-6000 BRAIN-1111 GENTIL-1111 RAIDEN-3691 ROOT-6000 SHINOK-8337 SKULL—1111 THUG—1111 FORDEN-1111 DAVID-3456 AZPOD—4777 FRANC-1221 JUAN-6521

BERT-8735 JOVE-6644 AUBREY-6666 ALLEN-7911

BYRON-1969 FRANZ-8421 BRIAN-2221

Name Record Codes
Enter these names and PIN numbers as de-

scribed above. They won't reveal secret characters with special heads, but they will allow you to play with the won/loss records and individual stats of some of the people on the high score tables:

MIKE-3333 CALEB-0916 BYRON—1111 GRINCH—0222 GUIDO-6765 Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player



game unless both players enter the same

Powerup Blockers-3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates-2-3-3-Up Powerup Defense—4-2-1-Up Powerup Offense-3-1-2-Up Infinite Turbo-5-1-4-Up Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Super Field Goals— Super Blitz-4-4-4-Up Super Blitzing—0-4-5-Up Hyper Blitz—5-5-5-Up Fast Passes—2-5-0-Left Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right No First Downs-2-1-0-Up No Interceptions—3-4-4-Up No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left No Play Selection—1-1-5-Left Late Hits-0-1-0-Up Turn Off Stadium—5-0-0-Left Tournament Mode—1-1-1-Down Clear Tournament Mode—1-1-1-Up Show Field Goal %—0-0-1-Down No Random Fumbles—4-2-3-Down No CPU Assistance—0-1-2-Down Smart CPU Opponent-3-1-4-Down Invisible—4-3-3-Up Hide Receiver Name—1-0-2-Right Unidentified Ball Carrier-5-2-2-Down Invisible Receiver Highlight—3-3-3-Left Big Football—0-5-0-Down Big Head-2-0-0-Right Huge Head—0-4-0-Up No Head-3-2-1-Left Team Big Heads—2-0-3-Right Headless Team—1-2-3-Right Team Tiny Players—3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Night Game-2-2-2-Right Weather: Rain-5-5-5-Right Weather: Snow—5-2-5-Dowr Weather: Clear—2-1-2-Left

NFL XTREME

Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created play er's default settings or else the player will not be added to the free agent pool.

Name the player "BIGHEAD BOBBY" to give

- all players big heads

 Name the player "COINHEAD COREY" to make the players' heads two-dimensional

 Name the player "LAMEBOY LENNY" to
- change the player animatio • Name the player "GEORGE GIRAFFE" to give
- all players long necks . Name the player "BIG BEN" to play with
- much bigger players
 Name the player "TINY TOM" to play with
- much smaller players • Name the player "MONKEY MICKEY" to
- give all players long arms
 Name the player "SHRIMPY SEAN" to give
- all players short arms

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: $\leftarrow \uparrow \triangle$ O △ □ ↓. Next, choose "Start Game cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level

NUCLEAR STRIKE

Stage Passwords Level 1: Delta—J U N G L E W A R Level 2: Island—C U T T H R O A T S Level 3: Peace 1—C O U N T D O W N Level 4: Peace 2—PLUTONIUM Level 5: DMZ—PUSAN Level 6: Fortress—A R M A G E D D O N

Bonus Level: Lightning—LIGHTNING

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu: · Level Select-Hold R1 and press Down,

Right, Left, Right, \square , \bigcirc , \square , \triangle , \bigcirc , \square , Right,

 Movie Select—Hold R1 and press Up, Left, Right, \square , \bigcirc , \triangle , \square , Right, Left, Up, Right

· Green Farts-Hold R1 and press Up, Left, Right, \square , \bigcirc , \times . Now every time you fart using Gamespeak, you'll see green gas.

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

Cheat Passwords
All Levels Access—GETACCESS 31 Lives—IMMORTAL Invincibility—NEVERDIE Mutant Mode—GENETICS
Permanent Weapon—MAKMYDAY Access to Bonus Levels—SKATBORD Full Health—HORMONES Camera Roll—GONAHURL Regenerating Monsters—JUSTKIDN Strange Textures—ACIDDUDE

PARAPPA THE RAPPER

· If you hold one of the action buttons down, then press another one, the word that's asso-ciated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the \triangle button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the \triangle ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when "Rappin' Cool!" for lots of extra words

One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parap-pa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold every thing, everything" using only the X button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PEAK PERFORMANCE

At the Garage Select menu, enter the follow-

1) Highlight "Garage A", hold the L1 button and press C 2) Highlight "Garage B", hold the L1 button

and press (

3) Highlight "Garage C", hold L1 + R1 and press C

you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

At the Garage Select menu, you can change certain cars by holding the O button as fol-

- Highlight "Garage A", hold O and press X; now Car-A03, a convertible, has its top down Highlight "Garage B", hold ○ and press X; now Car-B04 has streamlined headlights and six new colors to choose from
- Highlight "Garage C", hold and press X; now Car-C06 has a sunroof.

Just for fun, while you're in any garage you

can turn a car's blinkers on if you hold L1 and

PERFECT WEAPON

Garden Moon— $0 \times \times \triangle 0 0 \times \triangle$ Forest Moon—O \(\times \) \(\ Proteus Moon—X X □ X □ □ △ ○

Extra Character

To add the character named Chris to your party, follow these steps:

1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed class-rom on the 2nd floor.

2) Check out the room on the 2nd floor

3) Talk to the student in Classrom 2-1 (the one talking to Mark.)

4) Go to the casino in Joy Street Mall and talk to Mark and his friends.

5) Go to the abandoned factory where you'll

6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer

7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.) 8) Don't allow Brad, Ellen or Alana into your

9) After the school shifts in the "Ideal" Mary's world. Chris will join your party.

"Good" Ending
To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:

1) "If I stay here I'll be safe!"—Stop!

2) "Why do you guys fight?"—For everyone.
3) "Why do you live?"—For finding the an-

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords
Level 2—METROPOLIS

Level 3-DEEPDARK

Level 4—TEMPLEME

Level 5—HOTROCKS Level 6—GOINGDOWN

Level 7—WOWTHATSHOT

Kryll Thular Boss—BIGWORMGUY

Level 9—THUNDERDOMES

Level 10—MAGICGARDEN

Level 11-SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY Big Head Mode—BIGHEADHARRY Skinny Harry—2DHARRY See Credits—CREDITS

99 Lives—STEVECRANEME

See All Movies—PLAYMOVIES See All Comics—PITFALLCOMIC

Disable Witty Banter—STOPTALKING

Get an extra 10 lives in the next game-GIVEMELIFE

Access Original Pitfall!—CRANESBABY Note: Each of the following codes works during the original Pitfall! game:

• Programmer's Head—Press R1 + R2 • Baby (Elvira) Head—Press ○ + R1

• Croc Talk—Press R1 + △ when there are crocodiles on the screen; one of them will say,

• Infinite Lives-Press L1 + L2

Refill Health / Ammo

While in Foot mode, press □ + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X

+ O to refill all weapon ammo

Access All Weapons

During the game, press - + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you Next press START; while the arrow is back, press L1 + \Box + X + \bigcirc . Press **SELECT** to exit the map mode and you should have all of the weapons in your inventory.

Invincibility

You must have the drill weapon in your in ventory for this cheat to work. Press \triangle to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press O + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible

At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press ○ to start a new game; hen the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting. See the Ending

Press X at the main menu to enter the Load me screen. Press **Right** $+ \bigcirc$, then \triangle , then Left + □, then △. You'll warp to the ending

Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press A to call up the weapons menu Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest level of the current stage, you'll fall right through the floor

Fart Trick

Press X at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, \triangle , \triangle , \times , \times , Left, Right, \square , \bigcirc ; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow

At the title screen, press ○, Right, △, Up, □ Left, X. Down, X. Down, □, Left, △, Up, ○, Right, SELECT; you'll hear a bell to confirm Now start the game. At the character-select screen, highlight Commandant and press SE-LECT to find Sparrow.

Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1, △, Down, ×, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon

Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, \triangle , \times , \square , \bigcirc , L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, high-light El Temblor and press SELECT to find Sal-

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Vol ume" at the "pause" menu. Now enter one of the codes shown below: the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a

 "Cloak" Stealth Mode—Hold △, tap □, ○, \bigcirc , \square , release \triangle , hold X, tap \triangle , \triangle , release X. • Extra Speed—Hold \mathbf{Up} , tap \triangle , \triangle , \triangle , release Up, hold Down, tap X, □, O, release Down.

 Shield—Hold Right, tap ○, □, △, release Right, hold Left, tap □, O, X, release Left. Refill Health—Hold □, tap ○, X, △, release
□, hold ○, tap □, X, △, release ○.

• Refill Ammo—Hold \bigcirc , tap \square , release \bigcirc , hold \triangle , tap \times , release \triangle , hold \bigcirc , tap \times , re-

lease O, hold X, tap □, release X.
• Skip to end of current level—Tap X, Up, Down, Up, hold □, tap ○, release □, hold X, tan A. release X.

RAGE RACER

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to highthen hold the R1 or R2 button and press Up or



Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in

THE RAIDEN PROJECT

Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season' screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the \triangle button and use the codes in any

race mode:
Access "Veteran" mode—vet me Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo No viscous friction (mud, water, etc. don't slow the car down)-noviscous No collisions with other vehicles—banzai Double the normal gravity—stone 1/2 normal gravity—float 3/4 normal gravity—feather Realistic gravity—radbrad Car wheels can turn 90 degrees—spinner Cars with no wheels-no_wheels Wheels with no cars—wheels Fat tires—fat tires

RASCAL

Stage Skip Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 but ton to change the room number, then hold the R2 button down until you warp to the room you chose.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

During the game, press START to pause, then hold the R2 button down and press O Left, \bigcirc , \bigcirc . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture in-picture window, just enter the code again. Full Power-Up + 99 Lives

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left, \bigcirc , \square , then \triangle . Finally,

release the buttons in the following order:

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes

Highlight "New Game" at the main menu. then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

Free Shield with Every Glitch pick-up-Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

Play as Enzo-Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

Play as Dot Matrix-Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RED ASPHALT

Infinite Armor

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down,

Infinite Weapons (Offensive & Defensive) During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, \Box , \triangle , \bigcirc , \times .
Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down,

Boss Cars At the main menu, press and hold L2, then press Left, Right, Down, Up, \Box , \bigcirc , \times , \triangle . Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

Unlimited Cash
At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, 🗆, 🗀, 🔾, Your cash total won't change, but you can buy anything for free.

RELOADED

Cheat Codes

At any time during the game, press the START button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the nause men

—△, Left, Left, Left, ○, △, Down, Select this option to boost your ammo. Health—Down, Right, Left, △, Right, Down.

Use this option to refill your energy meter.

Power—Left, Up, X, O. This option will

power-up your weapon. Skip Level—Left, \triangle , \times , Right, \bigcirc , \triangle , Down.

Use this option to skip the current level and start on the next stage

Secret Character

At the character-select screen, press L1, O. R1. Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over ister Magpie. Now you can play as Fwank from the original Loaded game.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot. Special Key

the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion: Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CLIT

Easier "Advanced" Mode

Choose "New Game" from the main monu then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode
Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode

RESIDENT EVIL 2

In the S.T.A.R.S. office, check Wesker's deskit's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.
Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the T.A.R.S. room, then go back out and kill Brad (you can't take him down with your nor-mal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any

Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes will appear on your TV screen! Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-anda-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus veapons in the chest. Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so. you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above).
Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock ersion and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIDGE RACER

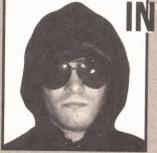
Extra Cars

If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from. Reverse Tracks

When you have completed the whole gametime trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite di-Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode". Galaxian 13 The game's toughest secret is the mysterious

black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front



INTERVIEW WITH THE UNAGAMER

Real Name: Unknown Age: 22 Weight: 170 lbs Eyes: Brown

Height: 6' 1" Likes: Arcade games

Dislikes: Almost every other game on Earth

Miscellaneous: One who repels most forms of technology—particularly in the world of electronic entertain-

-the Unagamer is quite mysterious. Strangely, the Unagamer's voice sounds very much like that of Dr. Evil from the movie Austin Powers: International Man of Mystery.

At the time of our exclusive interview, the Unagamer was rumored to be sabotaging Power VR chip sets for the Japanese Dreamcast—a system which, he says "is truly the epitome of all that is evil in the gaming world." An

anonymous source tipped us off as to his whereabouts—a truck stop in Seattle. Here, for the first time ever, we bring you a unique look into the mind of a truly disturbed individual. The opinions expressed in no way reflect those of the TIPS & TRICKS staff-or any other sane person, for that matter. And now, in its entirety, we bring you our exclusive interview with a very dangerous man



of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RIDGE RACER REVOLUTION

If you hold two L or R buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with \square and X.

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from

Buggy Mode

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funnylooking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game press and hold **Down** + L1 + **SELECT** + \triangle + R1 all of the enemy ships will be automatically destroyed with exactly one shot each. Secret Cars

Once you place 1st in all three courses in nor mal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

Novice-13th Racing Car Intermediate—13th Racing Kid

Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelera-tor twice because the Brake button will take you back to the title screen.) Now you're play-ing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen

-Right, Right, Right, Up, Up, Down, Left, Left, Down, Down. Supervisor—Down, Right, Down, Up, Right,

Down, Left, Down, Up, Right, Up. Assault—Right, Up, Up, Right, Down, Right,

Left, Right, Down, Left, Up, Left, Mayhem Down, Left, Down

Anil 8—Up, Right, Down, Right, Right, Up,

ROBO-PIT

Arena Select

At the main menu, hold L1 + L2 + R1 + R2 and press the SELECT button; a two-digit number will appear in the upper-right corner

of the screen. Press Right or Left on the Dpad to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night).

ROBOTRON X

Instant Power-Ups At any time during the game—not while paused-you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller, so if you're using another configuration just remember that \triangle means Fire Up, is Fire Left, O is Fire Right and X is Fire Down.

Shield-Down, Left, , O Two-Way Weapon—Up, \triangle , Up, \triangle Three-Way Weapon—Right, Right, \square , >Four-Way Weapon—Down, Down, Up, ○ Pulse Wave—Up, ○, Down, Right, □ Speed Up-Left, Left, Right, Right, A Flamethrower Weapon—Down, Right, Down, Right, O

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode-Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Jpgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable

Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Access the password entry screen from the options menu and enter any of the following codes to unlock special feaures:

Enable Goliath—△, L1, R1, ×, L2, L2 Enable Nightshade-R1, R2, L1, L1, X, O Enable Helicopter—L1, \triangle , R2, \triangle , \triangle , R1 Enable Alien Saucer—R1, □, X, □, L2, ○ Access "Funtopia" stage (Challenge mode

only)—X, O, L2, X, □, L1

Access "The Gulch" stage (Challenge mode only)—X, □, O, L1, L2, □

Battle Boss 1 (Challenge mode only)-O, R2,

R1, □, L1, R2 Battle Boss 2 (Challenge mode only)-O, O,

L2, L1, △, △ Infinite Jump—O, \square , R2, \times , \triangle , R2 Infinite Turbo—□, ×, ○, △, R1, R2 Double Pickups—L1, L2, ○, L1, R1, □

Increased Armor—R1, \triangle , R1, \triangle , L1, \square See Duke Nukem: Time to Kill movie-, ,

ROLL AWAY

Each of the following codes can be entered at any time during the game (not while paused): · Chess pattern background-L1, O, Left,

Right, L2, Left, R2, R2 • Enable motion blur-Right, O, L2, O, R1, O.

• Extra 30,000 points-___, Up, Down, L2, R1, \triangle , \times , \triangle (works only once per level)

 Temporary invincibility—Right, Down, L1,
 R2, R1, ○, △, □ • 30 extra seconds in Time Trial mode—O, L1,

Δ. Δ. O. X. Δ. Down (works only once per

Warp to bonus stage—△, Up, △, L2, L1, L2,

• Clear screen in bonus stage—Right, O, □, L1,

ROSCO MCQUEEN FIREFIGHTER EXTREME

Passwords Laundry 2—F L U F F Y Laundry 3—S W E A T Y Auto 1—H O T R O D Auto 2—G R E A S E Auto 3—B I G E N D Harolds 1—S M E L L Y Harolds 2—W I D E T V Harolds 3-PILLOW Leisure 1—TRICEP Leisure 2—M O T I O N Leisure 3—HIPHOP Residential 1-KENNEL Residential 2-B A R R E L Runaround—SPLASH

Cheat Codes Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars-Up, Left, Right, X, O,

Bonus Track—X, Up, △, Down, R1, L1 Reverse Tracks option at Track Select screen "Reverse Championship" option—Left, △, R1, O, L1,Down

Access "Super Championship" race mode-Right, □, Left, ○, Up, ×

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears: • Hold \triangle to race in a U.F.O.

Hold L1 to race in a pick-up truck
Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

SCARS

Ultimate Password

Choose "Options" at the Game Select menu, then select "Setttings" and use the L1 and R1 buttons to change the Password option to "A LLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode"

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons. Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + $R2 + \triangle$ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

SHELLSHOCK

Cheat Menu

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, Nou'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or

Invincibility

Start a game, thentank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Up, Down, Down Down, Right, Right, \triangle . You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

SHIPWRECKERS!

Region 1, Level 2-Ship, Skull, Fish, Anchor, Ship, Anchor Region 1, Level 3-Ship, Anchor, Skull, Ship,

Anchor, Fish Region 1, Level 4-Skull, Ship, Fish, Anchor,

Anchor, Ship Region 2, Level 1-Fish, Fish, Anchor, Ship, Skull, Anchor

Region 2, Level 2—Skull, Anchor, Anchor, Fish, Anchor, Ship

Region 2, Level 3-Fish, Anchor, Ship, Ship, Ship, Skull

Region 2, Level 4-Anchor, Fish, Ship, Skull, Skull, Fish Region 3, Level 1—Ship, Skull, Skull, Fish, An-

chor, Skull Region 3, Level 2-Fish, Skull, Anchor, Fish,

Skull, Fish Region 3, Level 3-Fish, Fish, Ship, Skull, Fish,

Region 3, Level 4-Ship, Anchor, Ship, Fish, Anchor, Fish

Region 4, Level 1-Skull, Skull, Anchor, Ship, Fish, Fish Region 4, Level 2-Ship, Anchor, Skull, Fish,

Fish, Anchor Region 4, Level 3-Skull, Ship, Skull, Skull, Fish, Ship

Region 4, Level 4-Ship, Fish, Ship, Fish, Ship, Anchor Region 5, Level 1—Anchor, Ship, Fish, Skull,

Fish, Ship Region 5, Level 2-Fish, Ship, Anchor, Skull,

Ship, Fish Region 5, Level 3-Ship, Fish, Skull, Anchor,

Region 5, Level 4-Skull, Ship, Anchor, Fish.



Top-secret photo of the Unagamer's home in the California wilderness. (Courtesy FBI.)

TIPS & TRICKS: For the record, your name, please?

Unagamer: The Unagamer. T&T: Ri-iiight. [pause] It has been said that you not only fear new gaming technology; you reject it. Why is this? Unagamer: Because advances in tech-

nology are...evil. T&T: Go on.

Unagamer: Some say that when a new game is released it will be joyous to the players. I find this curious. I sit and play R-Type all day. Sometimes I give in and play Street Fighter II—the original-but that is only when I am

T&T: Do you view yourself as a loner? Unagamer: I live in a guesthouse by myself. Outside of work I tend to contemplate my thoughts while playing Pac-Man as candles burn as a source

T&T: Do you have a bank account? Unagamer: I keep my money close to me at all times because I do not trust the banking system in this country. I keep it in places like socks and behind my refrigerator. Now that I've told you, however, I must move it.

T&T: So do you trust anyone? Unagamer: Let me tell you a story One time, I trusted a good friend. A

long time ago, he showed me a machine and said that it would be better than writing everything on carbon paper. I saw that the serial number on the back of the unit contained the numbers "666". It became clear to me that this new "computer"-as he called it-was in actuality a device crafted by the devil himself. To me, this of course was the beginning of the end of civilization. After this, I found it impossible to give the gift of

T&T: Let's go with that...you say you don't trust anyone. Does this stem from your childhood?



SKELETON WARRIORS

vincibility

At any time during the game, press START to pause, then press **Down**, \bigcirc , \square , \square , \cup p, \times . Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SKULLMONKEYS

Cheat Codes

Press the START button during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe nas" code before you reach that stage, it won't work.

Maximum Bullets—Down, ○, Up, R2, Left, △, SELECT, SELECT

Maximum Phart Heads-R1, Left, Up, L1, L1, , Right, SELECT

Maximum Phoenix Hands—□, △, R2, Left, SE-LECT, \bigcirc , \triangle , Right

Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT

Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT

Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down,

Maximum Swirly Cues—R1, Right, ○, R2, R2, □, Right, SELECT

Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, \triangle , Down, R1, \bigcirc , Right, Up, SELECT

Shield—R2, O, O, Down, Left, O, Right, Down Clean "Pause" Screen—L2, Left, O, R2, Down, \square , \triangle , Down

Change Klaymen's Color-L2, O, O, Left, SE-LECT, L2, Up, Down

Psycho Klaymen-Down, Right, A, L2, Up, Left, △, SELECT

Slow-Motion Mode-L1, A, Left, Down, R2, △, Left, SELECT

Super Fast Klaymen—Left, □, R2, ○, R1, Down, O, R2

Tiny Klaymen—R1, Left, □, △, R1, Left, □, △ Shoot Heads Instead of Bullets—Down, \Box , \triangle , Down, Down, , Right

Skip Current Sub-Level—△, L1, L1, □, Right, O, △, Down

SLAM 'N JAM '96 **FEATURING MAGIC & KAREEM**

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press Left, Right, Up, Down, R1, L1, \square , Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R1, L1, \square , Up; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters"

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tipoff, press the START button to pause, then press it again to return to the game; you'll find that all of the players now have swelled

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press

× or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to

SLAMSCAPE

Invincibility

During the game, hold the SELECT button and press \square , \square , \bigcirc , \bigcirc , \bigcirc , \square , \square , \triangle . Weapon Power-Up

During the game, hold the SELECT button and press Left, \square , Right, \bigcirc , Up, \triangle . Level Passwords

Uraniumania— \triangle X X \square \bigcirc \triangle X \triangle Repsychler—X \bigcirc \bigcirc \bigcirc \square \square \bigcirc X Endless Bummer— $\times \triangle \times \bigcirc \triangle$ Viva Los Vagrantes—○ △ × △ × □ □ △

Entrance to Uraniumania—O O O A A A

Entrance to Repsychler— $\bigcirc \bigcirc \bigcirc \times \triangle \times \Box$ Entrance to Endless Bummer—O O O □ □ △

Entrance to Viva Los Vagrantes—O O O X X

Game Over/Death— \bigcirc \bigcirc \bigcirc \bigcirc \triangle \bigcirc \times \bigcirc Game Over/You Win— \bigcirc \bigcirc \bigcirc \triangle \times \times \triangle \bigcirc Credits— \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \times \times \triangle Exit (quit)—OOO \(\triangle \(\triangle \)

SOVIET STRIKE

Campaign #1: Crimea—W O R S T C A S F Campaign #2: Black Sea—G R A N D T H E F T Campaign #3: Caspian—GROZNEY Campaign #4: Dracula—CHERNOBYL

Campaign #5: Kremlin—CIVILWAR Cheat Password Enter the password T H E B I G B O Y S to play

with infinite ammo, fuel, armor and attempts.
(If one of these items should run out, it will be instantly refilled.)

SPACE JAM Secret Options Menu

At the main menu, choose "Options", then

highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in

SPAWN: THE ETERNAL

Each of the following codes can be entered while the game is paused: Temporary invisibility—Hold L1 + R1 and

press \square , \square , \bigcirc , \bigcirc , \triangle , \times • Temporary invincibility—Hold L1 + R1 and press \triangle , \triangle , \times , \times , \square , \bigcirc

All power-ups—Hold L2 + R2 and press △.

All inventory—Hold L2 + R2 and press X, □,

• Refill health meter—Hold L1 + R1 and press

• Refill Magic—Hold L1 + R1 and press △, ○,

• Skip current level—Hold L1 + R1 + L2 + R2 and press \triangle , \times , \square , \bigcirc , \bigcirc , \bigcirc

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

• Hold L1 + L2 to race in bright daylight

. Hold R1 + R2 to race at night

• Hold L1 + L2 + R1 + R2 to race at twilight

At the menu screen where your character walks across the globe, hold the START button and press O O O Hidden Messages

Also at the "globe" menu, hold the START button and press \bigcirc , \triangle , \triangle , \bigcirc . You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try \triangle , \triangle , \triangle , \triangle or \(\bigcup, \(\bigcup, \); repeat each code to turn the corresponding message off. Handbag Code

At the globe menu, hold the **START** button and press \square , \triangle , \bigcirc , \triangle . With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor. Naked Spice Code

At the globe menu, hold the START button and press \bigcirc , \triangle , \triangle , \bigcirc . Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

• Refill Energy + Weapon Power-Up—Press △, \times , \times , \times , \circ , \times , \square , \triangle , \times , \triangle , \circ . Repeat whenever necessary.

• Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the

Laboratory Passwords
Lab Floor—1 FMLC 939GP R8FB F7KT1
Sinks—CHMLC 939GP R8F3L WGTS3 Lab Top-86MLC 939GP R8F3V FQ5S4 70's Room—FW1MC 939GP R8F3B F7KT1 Factory Passwords

Boxes—FW1MC 939GP R8F36 DTTS3 Conveyors—BSRMC 939GP R8F3V TKKT1 Machine Room—WDRQC 939GP R8F3L M8S95 Tubes—8WV5L 939GP R8F36 DTTS3 Mechanical Arm Boss-8WV5L 939GP R8F3G 1OJB4

Down the Street-9WV5L 939GP R8F3L RT6S4 Side of Building—6SXXS 939GP R8F3L RT6S4 Park-W9PNT 839GP R8F3B 9LVS3

Under the Street-N7KB3 Y19GP R8F3V 95HR5

Along the Street-N7KB3 Y19GP R8F3G GK4T3

Museum Passwords

Display Cases—P7KB3 Y19GP R8F3B PFGC3 Volcano—G7KB3 Y11GP R8F3B PEGC3 Dinosaur Bones—H7KB3 Y1QFP R8F3Q XSDS4 Model City-J7KB3 Y1GWP R8F31 766D1 Temple—K7KB3 Y1B15 S8F3Q XSDS4 Museum Boss-K7KB3 Y1B15 S8F3B TORR4

The Wells—V7KB3 Y1B15 S8F3O S7OC1 Along the Sewer-W7KB3 Y1VBV P8F3L C1M95

Food Carton—X7KB3 Y1VLN 7BF31 CH1C3 Up the Well—Y7KB3 Y1VV1 6QF3Q S7QC Ryan's World—Q7KB3 Y1LDR TQD3V KCDT1 Evil Lab Passwords
Circuit Boards—Q7KB3 Y1LDR TQD3L COSR3

Lab Top—R7KB3 Y118H 56T1W TY4R4 Hard Drives—S7KB3 Y118H 56T1T CQSR3 Brian's Folly-T7KB3 Y118H 56TIF NY4R4 On the Ceiling-T7KB3 Y118H 56TIT C4LD1 Kip's Bonus—68KB3 Y118H 68TI5 1P6C4 Brain Boss-68KB3 Y118H 56TIT MVM35

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press △, Up, Right, Down, Left, \triangle , Left, Down, Right, Up, \triangle . A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press \times to open the levels, return to the main menu and choose "Start" and "Continue Game", then press X at the password screen. When the stage-select screen appears, you'll find that you can access any level. Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press \square while paused to give yourself 50 extra lives at any time Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the ☐ button and press **START**. The game's video scenes will begin to play, one after another. Press X to skip to the next video at any time.

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold **Right** + START + \Box + \bigcirc until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head.

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming. Change Camera Angle

Immediately after winning a fight, hold \bigcirc + \times before your character goes into his or her victory pose. During the pose, keep holding those buttons and press \square to zoom in, \triangle to



INTERVIEW WITH THE UNAGAMER continued

Unagamer: When I was twelve, I was sitting playing Mega Man 2 at home. My mother became quite irritated. She said I was playing "the machine" too much. It was actually an Nintendo Entertainment System. After a bit of yelling, she proceeded to take the machine outside, set it down on the pavement, get into her automobile and then run it over as I sat on the front steps weeping. Composing myself, I carried the broken, soiled remains inside and gingerly, lovingly attempted to piece the unit back together. It took me about thirty minutes, but I was successful and resumed play well into the night. On a separate occasion, I became somewhat angry that my mother would not purchase a new set of batteries for my Merlin hand-held game. I was forced to place many old batteries in aluminum foil and then boil them in water for several minutes in order to recharge them. [Editor's note: Don't try this at home.] These are the obstacles which made my childhood diffi-

cult; however, I quickly learned to adapt and overcome them.

T&T: You mentioned your mother. Did you have any heroes growing up—your father, for instance? Unagamer: My father did not play a

part in my gaming experience. I prefer a real hero-one like Mr. Duke-Togo from Golgo 13: Top Secret Episode.

T&T: How many games would you estimate you own?

Unagamer: Currently, over 500mostly comprised of 8- and 16-bit 2-D. sprite-based titles. T&T: Do vou like Tekken?



Duke Togo, a.k.a "Golgo 13" (CIA file photo)



zoom out and use the D-pad to change the camera angle.

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Fight "Real Rilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glow ing "Real Bilstein"

Fight Kappah If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cur sor all the way over to the right to Gore and press X, O, X, O, \Box , \Box , \Box , \triangle , \triangle , \triangle , then O + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press \bigcirc , \square , \triangle , \square , \times , \square , \triangle , \square , \bigcirc , \square , then △ + × simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press $X, \square, X, \square, X, \square$, then press Right to highlight Kappah and press O, \triangle , \bigcirc , \triangle , \bigcirc , \triangle , then press L1 + R1 simultane ously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR WARS: DARK FORCES

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Sky-walker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

 • To access Princess Leia in her "Jabba's Slave"
- costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more charac-
- To access Mara Jade, set the game's diffi-culty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Play as Chewbacca and beat the game in "Ar cade" mode at the "Standard" difficulty set-ting or higher. Once you've done this, you'll

Unagamer: If it wasn't on a new sys-

T&T: What about Ridge Racer? Do you

Unagamer: What is a "ridge

racer"...one who delivers dairy prod-

T&T: What do you think of Zelda:

Unagamer: "Ohhh, look at the cool

lighting." That's about all you can say

T&T: Do you like Resident Evil?

like Ridge Racer?

Ocarina of Time?

about that game.

see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence: Easy Difficulty Level— $\times \bigcirc \times \bigcirc \times \triangle$

Medium Difficulty Level— $\times \times \triangle \bigcirc \times \triangle$ Hard Difficulty Level— $\triangle \square \square \times \triangle$

At the main title Screen, press Up, Up, Down, **Down**, \bigcirc , \triangle , \square while the title letters are flying together. If done correctly, you will hear a uffled explosion sound. Begin your game and press the X button to access the rapid-fire

Invincibility At the main menu, press L2, L1, R2, \bigcirc , \square , \bigcirc , O, L1, L2, L1. You'll hear a signal to confirm; now you're invincible.

Access All Tanks

At the main menu, press L1, L2, L1, O, C, O, O, L2, L1, R2. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons Secret Level

At the main menu, press L1, L2, L1, L2, R2, R1, O, D, D. You'll hear a chime, then you'll be taken immediately to a secret level called 'Martian Surface.'

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the ?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Impor tant note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing

M. Bison (Player 1)-Hold the L2 button and press Left, Left, Down, Down, Left, Down,

Down, then □ + △ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then $\square + \triangle$ simultaneously.

To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of \Box + \triangle . Akuma (Player 1)—Hold the L2 button and

press Left, Left, Left, Down, Down, Down, then $\Box + \triangle$ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then - +

To choose the alternate-color Akuma, end the code by pressing X + O simultaneously in-

Dan (both players)-Hold the L2 and R2 buttons and press \triangle , \square , X, O, \triangle . To choose the alternate-color Dan, hold L2

and R2 and press \triangle , \bigcirc , \times , \square , \triangle .

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

Fight Against "Shin" (True) Akuma Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or usi a continue, and get more than three "Perfect' victories. If you do this, "Shin" Akuma will ap

pear before the eighth match as the final boss you lose to him, he will consider you to be inferior and he will not re-appear.

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, how

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing

Super Street Fighter II Turbo: Play Against

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total play ing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead. Super Street Fighter II Turbo: Remove Super

At the character-select screen, choose your fighter with the [(Jab) button, then release and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison-Press Left and Right repeatedly on the D-pad while repeat-

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatIf you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's nigh enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the START button twice Street Fighter Alpha 2 Gold: Alternate Charac-

- To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.

 • To play as "Extra" Sakura (with six different
- costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

Hidden Bonus Game

Again, in the Mode Select Screen, highlight Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle" To do it, you must press Up. R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things 1. Defeat an opponent within one minute in one round.

- 2. Have at least one Super Combo.
- 3. Have a "Max. Chain" of 4 or more. 4. Have a "Max. Power Gem" of 20 or more.
- Reach Stage 7 without using any continues. Play Against Dan
- To play against Dan in a one-player game, you must accomplish five different things: Never defeat an opponent within one
- minute in one round



AC/DC

gaming. Two months ago in Japan, Sega launched its Dreamcast system: a platform which is supposedly capable of 128-bit performance. Is there any

Unagamer: They will pay. Like the others, they will pay for their insolence. I hear that there was a "chip shortage". Oh, heavens...whatever will they do? I am so sad now.

T&T: You don't sound terribly convincing. In fact, you sound downright sarcastic. Would you like to take this opportunity to address any of the charges leveled against you? You know; there are people in the industry who allege that you were the one responsible for sabotaging the production line of Power VR chips-the ones being integrated into Sega's Dreamcast hardware?

Unagamer: I have nothing to hide. To my critics, I say this: Time will always be time. And there will come a time when many frequencies will fill the airways and we will all die. Did you ever see the movie Maximum Overdrive, where all of the machines and ATMs on the Earth fought back against humans, while AC/DC played music in the background as a method of transcendental hypnosis? You see,

T&T: Obviously, you're extremely dis-satisfied with the current state of



- 2. Never perform a Super Combo.
- 3. Have a "Max. Chain" of 3 or less.
 4. Have a "Max. Power Gem" of 18 or less.
- 5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold

SELECT, press Down, Down, Down, Left, Left, Left, O

Akuma (Player 2)—Highlight Felicia, hold SE-LECT, press Down, Down, Down, Right, Right,

Dan (Player 1)—Highlight Morrigan, hold SE-LECT, press Left, Left, Left, Down, Down,

Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down,

Devilot (Player 1)-Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SE-LECT, press Right, Right, Right, Down, Down, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morri-

gan, hold **SELECT**, press **Right**, O Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, ○

Anita (Player 1)—Highlight Morrigan, hold SE-LECT, press Right, Right, ○

Anita (Player 2)—Highlight Felicia, hold SE-LECT, press Left, O

Stage Select In Vs. Mode, choose your character, then hold

L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press O Hsien-Ko's stage—Press X Sakura's stage—Press △ Felicia's stage—Press Akuma's stage—Press L1 Devilot's stage—Press R1 Morrigan's stage—Press Up Chun-Li's stage—Press Down Ryu's stage—Press Left Ken's stage—Press Right

Dan's stage—Don't press any button

TEKKEN

Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the SE-LECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the \triangle button gives you rapid-fire. Double Ships

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, \triangle and \times on Controller 2 until the Galaga game starts. Now you can use the twin

ships on the first wave Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in oneplayer mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game
• Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

· Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame. just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent. Super Juggle Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interest-

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first ower-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, \triangle , \bigcirc , START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game

• Level Skip-Hold R1 and tap L1, then fire

your superzapper. The screen will be cleared and you will advance to the next stage imr diately.

 Trippy Mode—Hold L2 + R1 + △ + × and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mindaltering experiments at your next party. • .MOD Music—Hold L2 + R1 + \triangle + \times and

press **Right**. The music will change to the .MOD music when you start the next stage.

• Remix Music—Hold L2 + R1 + \triangle + \times and press Left. The music will change to the remix music when you start the next stage. • A.I. Droid—Hold $L2 + R1 + \triangle + \times$ and press

Down. You'll hear the A.I. droid say tack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink tri-

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press \triangle , \square , O or X; each button corresponds to a differ-

TENCHU: STEALTH ASSASSINS

Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, \square , \square , \triangle , \square to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □. Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, ○ Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \square , \square , \triangle , \times .

Ayame's Sexy Armor At the item select screen, press Left, Left, Down, Down, \Box , \Box , \triangle , \bigcirc . Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, \square , \square , \triangle , \bigcirc .

Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, \square , \square , \triangle , \times . Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, \triangle , Down, \times , Left, \square , Right, \bigcirc . Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a program mers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more

TEST DRIVE 4

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the 'Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Options") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game

• Enter your name as "knacked" to access reverse tracks

Enter your name as "whoooosh" to get a Nitro boost from honking your horn (R2 in the default control configuration)

 Enter your name as "mjcim.rc" for tiny cars
 Enter "sausage" to gain access to several bonus cars

TEST DRIVE OFF-ROAD

Bonus Cars

Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly.

Monster Truck—BEEFY Hot Rod-FIFTY 4x4 Buggy—SPRINTER Stock Car—LOWRIDER

Bonus Tracks
Enter the following codes as your name in the Player Setup screen

Dirt Dash-FRIENDLY Pharaoh's Curse—SANDDUNE Sand Trap—CRAZY Under Construction—ELITE Snowball Express—SNOWMAN

Pipeline Way—ALLTRACK

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stageselect menu will appear.

THEME HOSPITAL

Level Passcodes

Level 2—X ○ □ △ △ ○ □ X Level 3—○ ○ △ □ × △ ○ △ Level 4—□△○□××△○ Level 5—○△□○×△○□ Level 6—□ △ □ ○ × □ × ○ Level 7—□ △ △ ○ × □ △ ○ Level 10—○□ X △ □ X ○ □ Level 11—△ ○ □ ○ △ □ ○ X Level 12—○□××□○□△

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press $\Box + \times + \bigcirc$ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the

TIME COMMANDO

Refill Energy At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press $X, \triangle, \triangle, \bigcirc, \bigcirc, \square$, \square X. Now return to the game and you'll find that your energy meter has been refilled. Extra Lives

At any time during the game, press START to pause, highlight "Sound FX" at the pause



INTERVIEW WITH THE UNAGAMER continued

that is the price humanity must pay for creating the machines...that is what I expect to see.

T&T: [long pause] Moving on, do you take advantage of the Internet? Unagamer: The Internet is merely a fad. I do not partake in fads, particularly those in which you can't tell whether someone is "M" or "F".

T&T: I don't get it. Unagamer: The rooms...the chat

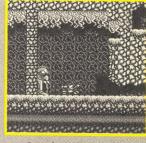
rooms. "M or F?" "M or F?" What is this? The smiley faces made with keyboards...that is usually the source of much of my anger and frustration.

T&T: Okay. Let's go back to video games for a bit. The current trend is 3-D games. What do you think of. [pause] I see you shaking your head. Why is that?

Unagamer: After playing 2-D games for nearly 15 years, I see no reason to embrace this "3-D technology." What is 3-D? To some, perchance happiness. To others, contentment. To me, how ever, it is merely an assortment of nonsensical goo-bah.

T&T: Um. .alright. So do you think that game advancement should have come to a halt with the Nintendo Entertainment System?

Unagamer: Actually, no. 16-bit systems are quite representative of the 2-D format. Games such as Ghouls 'N Ghosts, Super Metroid, Super Mario World, Contra III: The Alien Wars and Revenge of Shinobi...these are all games which capture the essence of entertainment that is pure in this world. Three-dimensional technology is a waste of time—time which can be better utilized making a sequel to Blaster Master



Scene from Blaster Master



menu and press \triangle , \square , \bigcirc , \times , \triangle , \bigcirc , \square , \times , \triangle , \square , △. Now return to the game and you'll have three extra lives.

Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

TIME CRISIS

Secret Cheat Menu At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time* Crisis logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload

TNN MOTOR SPORTS HARDCORE 4X4

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck" u'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro and "Extreme" difficulty levels.

Raining Frogs

At the setup menu, choose "Select Race Type and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain.

At the setup menu, choose "Select Race Type and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called Roids. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators

Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start

- Enter "J H A M M O" to unlock all tracks, including the bonus track
- Enter "PATSCREEM" to access "TOCA Showdown" mode from the Race Menu
- Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
- Enter "C M S T A R S" for a starry sky back-
- Enter "C M T O O N" for a cartoon back-• Enter "C M D I S C O" to get multicolored
- fog when the weather is set to "Foggy"
- Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain" • Enter "C M C O P T E R" for a new helicopter
- camera angle (but not the kind you'd expect) • Enter "C M G A R A G E" to unlock the se cret vehicle, a tank (press the O button to fire

• Enter "C M M I C R O" to play in "Micro Machines mode" with an overhead view

. Enter "XBOOSTME" to greatly increase the game's speed

• Enter "C M C H U N" to remove the dashboard and windshield from the in-car camera

TOKYO HIGHWAY BATTLE

9.999.999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these

- · Car Color Change—At the car select screen press R2 on Controller 1 to change the car's color or add racing stripes.
- Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.
- Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer
- Best Time/Lap Indicators—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

TOMB RAIDER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, A L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press L1, \triangle , R2, L2, L2, R2, \bigcirc , L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above nce you've entered the code, you can switch back to your preferred control method and

TOMR RAIDER 2

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will exnlodel

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk back wards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: \triangle , \square , \bigcirc , \square , \triangle , \square , \square , \bot 1, L1+R1, SELECT, SELECT. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will ap pear in the window. Next, press A, D, L1, L1, L1, \Box , \triangle very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASS-WORD" option and enter the following code: Hold SELECT, press △, L1, □, release SELECT, press △, L1, □, △, L1, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your start ing stage by pressing Left or Right on the Dpad and you're ready to warp.

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

• Refill air & health—Down, ×, Left, □, Up,

- Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , Up, Down, Left,
- Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, O, X, □, Up, Right, Down, Left
- Infinite health—Down, X, Left, □, Up, Up,
- Infinite health—Down, X, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, △, △, X
 Max continues—Down, X, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2
 Turbo speed—Down, X, Left, □, Up, Up,
 △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2
 All equipment—Down, X, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, L1, L1, L1, L1, L1, R1, R1,

- Reveal entire map—Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \bigcirc , \times , \square No fines for killing endangered species Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, O, R2, R1, L2, L1
- Open all doors-Down, X. Left, ... Up. Up.
- Open all Goors—Down, X, Lett, □, Up, Up, A, △, Right, Right, O, O, X, O, △, □
 Disable currents—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, L1, L2, R2, X
 Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, A, A, Bishe, B, L1, L2, R2, X
- Up, Up, △, △, Right, Right, ○, ○, R1, R2, L1, L2. R1. R2. L1. L2 Unlimited payload—Down, X, Left, □, Up,
- Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , Up, \times , Down Get Atlantis tablet piece for current stage—
 Down, X, Left, □, Up, Up, △, A, Right, Right, O. O. L1, L2, L1, L2, D. O

- · Complete current mission-Down, X. Left. Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , \triangle Down, Down, Down
- Access all missions—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , Down, Right,
- All missions complete—Down, X. Left,

 ... Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \times , \times ,
- \square , \triangle , \triangle , \triangle , \square , \times , \times , \times Overhead Camera Angle—Down, \times , Left, \square ,
- $\begin{array}{l} \text{Up, Up, } \triangle, \triangle, \text{ Right, Right, } \bigcirc, \bigcirc, \triangle, \square, \times, \square \\ \bullet \text{ Super Spear Gun} -- \text{Down, } \times, \text{Left, } \square, \text{Up, Up, } \\ \triangle, \triangle, \text{Right, Right, } \bigcirc, \bigcirc, \times, \text{Up, } \triangle, \text{Down} \end{array}$ • Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, □, ○, ○ • Extra time in Shark Attack bonus stage—Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

Secret Stadium
Choose the "Pick Stadium" option at the Pre-Game set-up menu, then-when the list of stadiums appears—press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports

TRIPLE PLAY '98
Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and

Game Commentary—Hold L1 + L2 + R1 + R2 and press \(\Bigcirc\), \(\O_i\)

Weather Commentary—Hold L1 + L2 + R1 + R2 and press O, X, C

Commercials—Hold L1 + L2 + R1 + R2 and press \triangle , \bigcirc , \triangle

Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, \times , Down, \times , \triangle Booing Crowd—Hold L1 + L2 + R1 + R2 and

press Down, X, Down, X, X

At the team-select menu, press L2, R2, L2, R2, O. Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press L1, R1, L1, R1, \square . Now press Right untill you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TRIPLE PLAY 99

At the "Controllers" screen press \(\) and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. To enter multiple passwords, just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then-during the game-toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view ○ △ □ ○ ○—Warehouse District Warfare

T&T: Those are all great classic games, but do you really expect people in 1999 to be satisfied with fifteen-yearold graphics? Unagamer: I am very satisfied. Why

shouldn't they be? T&T: Why do you insist on special con-

verters that allow you to use an arcade joystick panel with your home

Unagamer: It is necessary for duplication of the arcade experience in my home at all times

T&T: Do you think the government is Unagamer: They have been trying to put ratings on my beloved arcade games for some time now. To them, I say this: Oftentimes, an idea seems good at its inception, but it may very well backfire on you. It also may very well be your last breath.

T&T: So while you reject most forms of gaming technology, you do par take in arcade activities, correct?

Unagamer: The arcade is where my life begins...and ends. T&T: Have you ever kissed a girl?

Unagamer: I remember one day when I was 15...I was playing Crystalis when the doorbell rang. A beautiful UPS delivery girl had come calling; and with her, my new jupdated, top-loading NES. After signing for the package, I anxiously invited her in for a cup of slightly-chilled iced tea. She saw the game that I was playing on the television screen and was immediately smit-

T&T: By you?

Unagamer: But of course, by me. What else would she be-

T&T: Well, you said-

Unagamer: I said nothing of the sort. You should listen more carefully while you type on your technology-laden machine of deception. I shall now continue with my story. We watched



Scene from Crystalis



X□□○△—Freeway Free For All ×△□○□—River Park Rumble X □ △ △ —Assault on Cyburbia □ △ × ○ ×—Rooftop Combat—The Final Battle

 $\triangle \times \bigcirc \square \triangle$ —Battle with Minion □ △ ○ □ □—Secret Level: The Fight of Your Life

 \triangle _ \square \bigcirc \bigcirc —Infinite Weapons □ △ × ○—Invincibility ○ ○ △ X _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while

Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up Invincibility-Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo-Hold L2 + R2, press Up, Down, Left, Right, Right, Left,

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapon and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles. Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, Left, Up Freeze Burst—Left, Right, Up Drop Mine—Right, Left, Down Rear Attack—Left, Right, Down Shield-Up, Up, Right High Jump-Up, Up, Left Invisibility—Right, Down, Left, Up Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose you special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon-regardless of which vehicle you're driving-hold the machine gun button (default=R2) and quickly press Up. Down. Up. Up. This only works when your Advanced Attack Energy bar is full. Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones: Sweet Tooth—Up, L1, \triangle , Right

Minion-L1, Up, Down, Left Secret Stages

At the "Choose Battleground" screen in twoplayer mode, enter one of the following codes. You'll immediately advance to the ca select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from Twisted

Metal-Down, Up, L1, R1 "Rooftop Combat" stage from Twisted

Metal—Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto—Up, Down, Right, R1

VIEWPOINT

Invincibility

Press START to pause the game, then press \square , O, △, Right, Left, Down, R1, L2, R2, L1. Stage Skip

Press START to pause the game, then press ..., O, A, X, D, Up, Up, Down, Down, L1. R1. SELECT

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:

W M N N W L H T S C U C L H—Unlock all secret characters and levels

MONSTER_WHEELS-Wheels are dou-S A M E _ C H A R A C T E R—In two-player

mode, both characters can use the same vehi-REDUCE_GRAVITY—Less gravity

GO SIGHTSEEING-No enemies in Arcade mode

I_WILL_NOT_DIE—Invincibility HARDEST_OF_ALL—More difficult en-

DEADLY_MISSILE—Enemies start with

VR BASEBALL '97

Secret Stadium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press \square , \bigcirc , \square , \bigcirc , \triangle . You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the 'Name Entry" menu to get different effects as follows: DEFORM—Gives the racers huge heads

LARGE—Gives the boats huge motors COMPACT—Makes the boats super tiny LONGONE—Makes the boats longer SPEEED—Makes your boat faster HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for

extra speed

Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down Δ , Δ , Δ , Δ , X. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time is racket touches the ball.

To find a female secret character, access the character-select screen and highlight any player as before. This time, hold L1, R2, Up and []; then, while holding those buttons down, press X. You'll hear a little "Yelp!" to

confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARCRAFT II: THE DARK SAGA

Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by en tering the same code again. C L N S—Instant mission victory YPTFLWRM—Instant mission loss

TSGDDYTD—Enable "god mode" GLTTRNG—Extra gold HTCHTXNS-Extra lumber V L D 7-Extra oil V R Y L T T L—Extra magic Mana D C K M T—Upgrades N S C R N—Show entire map M K T S—Fast building
T H R C N B N L—Instant scenario victory N V R W N N R—Game never ends

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects:

□ □ □ ○ □ X □ △—Preview the Ephogenial Up-

 $\triangle \times _ \bigcirc \bigcirc \times \triangle \square$ —Preview the Movies \times \bigcirc \bigcirc \square \times \triangle \bigcirc \triangle —Kali Mode (Powered-Up Weapons)

○ □ □ △ × △ △—Thor Mode (9999 Flash Bombs)

 $\triangle \triangle \bigcirc \triangle \Box \triangle \triangle \times$ —Infinite Weapons ○ ○ ○ _ × △ × ×—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters. Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code Big Head-R1, R1, R1, R1, R1, R1, R1, R2, SE-

LECT · Big Head, Hands and Feet-R2, R2, R2, R2, R2, R2, R2, R1, SELECT

Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and ○ and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SE-LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier

WIPEOUT XL

Secret Team

At the main menu, hold L1 + R1 + SELECT and Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press \square , \bigcirc , \triangle , \bigcirc , \square . Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press \triangle , \triangle , \triangle , \bigcirc , \bigcirc , \bigcirc , \bigcirc .

Infinite Energy During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \times , \square , \bigcirc ,

Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \square , \bigcirc , \times ,

Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, □, □,

Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press □, ○, X, □, **Passwords**

Enter the following passwords to access two new Race Type options:

Challenge I—OOAOAOOOXX

Challenge II—□○□△○△×□×△△×○

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility—R2, L1, R2, L2, R1

Charge Combo meter with one hit-R1, L2, R2, L2, Right Increase damage of each attack-Up, Up, L1,

12 Down Decrease damage of each attack-Down, Up,

L2, Right, Left Turn off computer control of opponents—

Left, Left, Up, Down, R2

Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.) Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

INTERVIEW WITH THE UNAGAMER continued

the television screen and the algrious graphics which adorned it. Looking at Crystalis, she and I were one at that moment. I will always remember her for bringing me my perfect 8-bit Nintendo

T&T: Do you ever see yourself getting married some day?

Unagamer: Marriage is an institution built on lies and would put a damper on my gaming experiences. Will that suffice?

T&T: Um...yeah. Any last thoughts on where we're headed, technologically speaking?

Unagamer: I believe that if we do not go back to our roots with arrade games and 2-D NES-quality entertainment, we are in trouble. T&T: So that about does it for our ex-

clusive inter-Unagamer: I'm not quite finished, Mr. Loftus. You see, much like Todd Mc-Farlane, I have many followers. In closing, I would like to encourage those who read my words-my "fol-lowers"-to go to their nearest Fun-

coLand and purchase many wonderful

2-D games of the past and reject all new game playing technology so that they may understand the truth behind all the lies T&T: [sigh of relief]

So...that should just about do it. Thanks for joining us. We'll be bringing you future updates on the Unagamer.



X-MEN VS. STREET FIGHTER

Secret Options Men

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press \triangle , \triangle , **Right**, \bigcirc , **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

• "Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen. Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in

3DO

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ¥ + Punch—Ground Pound

→ + Medium Punch—Shoulder Rockets

↓ > → + Fierce Punch—Drill

L x → L x → + any button-Mace

Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a men card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press Up + any button when choosing your fighter at the characterselect screen.

Additional Color Choices

After you have beaten the game at any skill level with any of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the L and R buttons) to choose different character colors

Watch Mode To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a con-

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time

To play as XTAL, defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL. To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any

Flat-Shaded Turbo Mode

The coolest Zero Divide cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold L1+L2+R1+R2 on Controller 1 and press Down. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold L1+L2+R1+R2 and press Down again.

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of Phalanx, a classic Super NES shooter. Use Controller 2 to play the game.

EO GAME LIQUIDA

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AMOK

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:

Z Z Z C Y X—A new option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage

X B A B Y X-Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out

YAYAYA-Super Rapid-Fire for your Miniguns (never runs out)

ASTAL

Press START to pause the game, then quickly press Up, Y, Left, A, Down, B, Right, C. You'll hear a whistle sound to confirm the code Now when you continue the game, you'll find that you are completely invincible.

Stage Select Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press Up. Down. Left. Right, L, R, A, Y, C, Z, B, X on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: Up, Down, X, B, A, Y, C, Z, START. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

To change the fighters in Toshinden Remix into super-deformed bigheads, just hold the L and R buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press A, B, Z, X, Y, C; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes. Fasy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Z, C, X, B, Y; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing Z + C simultaneously. Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Y, C, X, B, Z; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the oneplayer and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, X, Y, Z, C, B; you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "Option", hold the R button and press START. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change game's effects and much more. "URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press A, B, C, C, C, X, Y, Z, Z, you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press START. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent.

BURNING RANGERS

Special Passwords

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the voice navigation" system replaced by Burning Rangers music:

Play as Shou, Mission 1—G 2 S H O U 2 J K Y Play as Shou, Mission 2-3 SHOUSGHIK Play as Shou, Mission 3—G F G F 5 S H O U 5 Play as Tillis, Mission 1-N M 3 T I I I I S 5

Play as Tillis, Mission 2—B 5 T I L L I S 2 D Play as Tillis, Mission 3—5 T I L L I S 4 K L

Play as Lead Phoenix, Mission 1—G S 4 L E A D 2711

Play as Lead Phoenix, Mission 2—15 L F A D 4

Play as Lead Phoenix, Mission 3-2 L F A D 6 D

Play as Big Landman, Mission 1-3 B L G 2 B P

Play as Big Landman, Mission 2-V 7 5 B L G 5

Play as Big Landman, Mission 3—J 6 B I G 3 O J

Play as Chris Partn, Mission 1—D H 5 C H R I S 5 H Play as Chris Partn, Mission 2-K 3 C H R I S 4 A S Play as Chris Partn Mission 3-4 D.G.2 CHRISS Play as Iria Klein, Mission 1-K B 3 I R I A 5 K F Play as Iria Klein, Mission 2—HTL2IRIA50 Play as Iria Klein, Mission 3-GHIK3IRIA2 Movie Passwords
Enter any of the following special passwords

to see the different video sequences from the

MOVIETESTA MOVIETESTB

MOVIETESTO

MOVIETESTD

MOVIETESTE

MOVIETESTE MOVIETESTG

MOVIETESTH

MOVIETESTI

Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation Syssamples from the game, enter the password "N A V I X X T E S T". When the menu appears, press C to change the group of voice samples, press Up or Down to change the sample number-or Left and Right to skip ten samples at a time—and press A to hear each sample

CLOCKWORK KNIGHT 2

Choose "Bosses Galore" from the main menu then, when the "Bosses Galore" title is on the screen, press X five times, Y seven times and Z

five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the Down, Left, Left, X, Y, Z. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives
Choose "Part 2" from the main menu, then when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

CROC: LEGEND OF THE GOBBOS

Access All Levels
When the title screen appears and the words "Press Start Button" are flashing, hold X + Y + Z; after a few seconds, the words "Enter Password" will appear. Now press Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right; you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

DAYTONA USA

Mirror Mode In "Saturn Mode," if you hold START while making your choice at the "Select Your Track' screen, you can race the courses in reverse. Time Trial

In "Saturn Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yourself. Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the Dpad diagonally in the Down/Right position and hold the L, R, C and Y buttons. With all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles. Secret Horse Trick

you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles. one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

DECATHLETE

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a tumbleweed.

Hop On One Lea

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Up, Left, Down, Right, X. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

DOOM

Press START during the game to pause, then enter any of the following cheat codes:

· All Powerful Mode-Down, Y, X, R, Right, L,

• Lots of Goodies (weapons & ammo)—B, Y, X, L, R, C, X, Z

• Map All Lines On—B, B, C, Left, B, B, C, Right · Map All Things On-B, B, C, Right, B, B, C, Left

Level Warp-Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, choose any stage and press C to warp there.)

tage Skip

At any map screen, press START, then, while the game is paused, hold the R button and press START, Right, Right, Down, Right, Up, L, A, Left, Left. All of the stages on the current map screen will be opened.

THE HOUSE OF THE DEAD

Infinite Ammo

During the game, hold L + R and press Y, Y, Y; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon. Score Display

During the game, hold L + R and press X, X, X; your score will appear on the screen. To remove it, just enter the same code again.

Secret Characters
Choose "Saturn" mode from the main menu; when the character select menu appears, hold L + R and press Up, Down, X, Y, Z; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or

one of the researchers. Cheat Menu

At the main menu—the one that says "Ar-cade/Saturn/Boss Mode" etc.—press L, R, R, L, L, R; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold L + R and press START, A or C. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold L + R when choosing your character until the cheat menu appears. cheat menu allows you to start at any stage. become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

Remove Pause Menu

To remove the "Continue" box that appears when the game is paused, press X + Y + Z.

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press Z to open the Weapon Select window, then hold the L button and press X A duplicate of Leon will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

THE LOST WORLD: JURASSIC PARK Secret Ending

Enter the password "AYXYYYZYAYXY" to see the ending sequence that appears if

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Saturn tips

you beat the game with all of the DNA keys. Gallery Passwords

Compy Gallery—A Y X Y X X Z X Z Z Y Y Hunter Gallery—A X X Y A Y X Y Y Y X Y Raptor Gallery—X Z X Y X Y Y Y Z X Y Y
T-Rex Gallery—Y X X Y X Y Y Y A Y X Y
Prey Gallery—Y Z X Y Z A X Y A A X Y Stage Select

Enter the password "XAXYYYYYZXY Y", then access the "Options" menu: you'll be able to start at any level with the "Stage Select" option

MAXIMUM FORCE

Arcade Mode

Choose "Ontions" from the title screen: when the Options menu appears, press X, Y, X, X, Y, X, X, Y, X, X, X, X, X, X, Y; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked;" now the game will play exactly like the arcade version without the special modifications that were included in the

MEGA MAN X4

Alternate MegaMan X
At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, Mega Man's costume will slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels. Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R button, press Right six times, release R, hold B and press START. When the game be gins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during th introduction sequence, press Down, Up. Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find the secret characters.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your oppo Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirma tion sound and the screen will shake. Now

you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.

DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to conrism the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options.

PANZER DRAGOON SAGA

Fun with Zwei
If you own a copy of Panzer Dragoon II Zwei and Panzer Dragoon Saga, there are some cool things you can do with your saved game files as follows:

. If there is a saved game of Zwei in your Saturn's backup memory, you will start off Saga with one hundred Dyne for every hour you clocked in playing Zwei; e.g. if you've played Zwei for five hours, you'll start Saga with 500

. If there is a saved game of Zwei in your Saturn's backup memory, you will be able to obtain a music box from the girl outside Vaiman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from Zwei.

· Load up any of the four Saga discs. Next, open the Saturn without turning it off and replace the Saga disc with your Zwei disc. When you load up Zwei, you will see the opening movie of the first Panzer Dragoon game in stead of the usual Zwei intro.

• If you have a saved game of Saga in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of Zwei.

RAMPAGE WORLD TOUR

When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press START." When this screen appears, quickly hold X + Y + Z and press the L button; the words "Cheats enabled!!" should appear Now start a game; when the name of the next city appears on the screen with the "Day number at the bottom, use the D-pad to select a different city before the "Now Loading" message appears. Press **Up** or **Down** to cycle through the different countries and press Left or Right to change cities; you can even access all of the secret stages.

RESIDENT EVIL

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold X + Y + Z and press START on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the L and R buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly

ROAD RASH

If you ever want to get off your bike without crashing first, just reduce your speed to under 10 mph, then hold L + R and press Up on the D-pad. It is possible to knock over some pedestrians while on foot if you bump into them repeatedly.

SHINING FORCE III

Follow these instructions to add nine secret characters to your "Shining Force" of fighters: Chapter 1—Haywood

Location: Sarraband Bridge Battle

During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join your party. Chapter 2—Irene

Location: Luggage Bridge Battle
As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.

· Chapter 2-Penn Location: Train

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.
• Chapter 3—Noon

Location: Quonus

While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb Noon will be waiting outside the mansion after you defeat the Vandal.

· Chapter 3-Ratchet

Location: Quonus

Find the millhouse near the outskirts of the village. Free Rachet from his confines. Speak with him again in Vagabond; he will join you after the desert battle • Chapter 3—Justin

Location: Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.

 Chapter 4—Horst Location: Aspia

Enter the house full of soldiers located next to

the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party. • Chapter 4—Frank

Location: Flaghard

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town.

• Chapter 5—Hagane Location: Tower of Lookover ber of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle STREET FIGHTER ALPHA

During the battle on the tower, have a mem-

Choose "Arcade Mode" from the main menu

and have both players join in. Now enter the following codes before the timer expires: Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R but-tons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.) When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle.

THEME PARK

Cheat Code Choose "Start New Theme Park" from the main menu and enter your nickname as "DEAD". Now start the game; when your park appears, press and hold A + B + C at any time to make your money increase and to add extra rides and shops to the available choices.

THREE DIRTY DWARVES

Stage Select

Choose "Options" from the title screen; then, when the option menu appears, press L + R simultaneously to access a password screen. Enter the password "MOSHOLU"; the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TOMB RAIDER

Stage Skip

During the game, press START to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A; instead of returning to the title screen, you'll skip to the end of the current stage.

VIRTUA FIGHTER 2

Gold and Silver Dural
To play as the silver Dural, highlight Akira and press Down, Up, Right, then A + Left simultaneously. To select gold Dural, highlight Lion and press Down, Up, Left, then A + Right simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUAL ON Boss Code

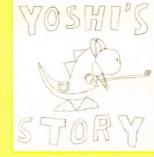
At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden.

New Weapons

At the Weapon Options screen, move the cur sor so it is not pointing to the word "Exit", then press C, Z, Z, C, Z, Z C, Z, Z. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.



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Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence. Secret Rooms

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."
ENTRANCE #4—Shoot all 15 of the windows

at the back of the hangar in Wave 2. This is one of the easiest entrances to find: there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent.

ENTRANCE #6-Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda" but only if the machine you're playing on is one of the first 2,137 produced. If you're play ing on a newer machine, this entrance leads the room called "X Marks the Spot."

ENTRANCE #7-Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."
ENTRANCE #8—Shoot all of the exploding

boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent." ENTRANCE #10—Shoot the two pictures on

the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the se-cret room called "Head Quarters." ENTRANCE #11—Shoot all of the weird pic-

tures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow

ENTRANCE #12-Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent.

ENTRANCE #13—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #14—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6) It's very difficult to hit them all on your first try, so it's best to attempt this with two play-This entrance leads to the secret room called "Get a Life."

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say. "Lights out, baby!" when you've finished en-

tering the PIN number Mark Turmell—TURMEL—0322 Sal DiVita-SAL-0201 Jason Skiles—JASON—3141 Jennifer Hedrick—JENIFR—3333 Dan Thompson—DANIEL—0604 Jeff Johnson-JAPPLE-6660 John Root—ROOT—6000 Luis Mangubat—LUIS—3333 Mike Lynch—MIKE—3333 Jim Gentile—GENTIL—1111 Dan Forden-FORDEN-1111 ???—VAN—1234

Headless Guy—CARLTN—1111 Thug—THUG—1111 Skull—SKULL—1111 Robotron Brain—BRAIN—1111 Demon Shinnok—SHINOK—8337

Raiden-RAIDEN-3691 Secret Codes

At the match-up screen just before the ga starts—while the announcer is saying, "To-day's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS but tons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-I-Right) press TURBO once. JUMP four times PASS once, then point the joystick to the Right. A message will appear on the screen to confirm each code. Note: Codes marked with a "•" will not work in a two-player game unless both players enter the code

Show Field Goal %-0-0-1-Down Tournament Mode (in 2-Player game)—1-1-1-

- No CPU Assistance—0-1-2-Down
- Show More Field—0-2-1-Right Big Head—2-0-0-Right Team Big Heads-2-0-3-Right Huge Head—0-4-0-Up Team Big Players—1-4-1-Right Team Tiny Players—3-1-0-Right

Big Football—0-5-0-Right Fog On-0-3-0-Down

Thick Fog On-0-4-1-Down Hide Receiver Name—1-0-2-Right
• No Play Selection—1-1-5-Left

No Punting—1-5-1-Up No First Downs—2-1-0-Up Allow Stepping Out-of-Bounds—2-1-1-Left No Random Fumbles—4-2-3-Down No Interceptions-3-4-4-Up

Infinite Turbo-5-1-4-Up

Fast Passes—2-5-0-Left
Powerup Blockers—3-1-2-Left

 Powerup Speed—4-0-4-Left Powerup Defense-4-2-1-Up Powerup Teammates—2-3-3-Up Super Field Goals—1-2-3-Left

Super Blitzing—0-4-5-Up Smart CPU Opponent (in 1-Player game)—3-1-

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character: Brian LeBaron—GRINCH—0222

Paulo Garcia—PAULO 0517 Alex Gilliam-LEX-7777

Note: All of the "Secret Character" codes from the original *Blitz* will also work in *Blitz* 99 except "VAN-1234" Secret Codes

At the match-up screen just before the gar starts—while the announcer is saying, "To-day's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS buttons followed by a joystick direction as described above for the original *Blitz*. Note: Codes marked with a "•" have no effect unless you're in a multiplayer game with two players controlling the same team. Secret Plays—3-3-3-Down

- Always OB—2-2-2-Left
- Always Receiver—2-2-2-Right
- Cancel Always OB/Receiver—4-4-4-Up Note: All of the match-up screen codes from the original Blitz will also work in Blitz 99.

CRUISIN' USA

Extra Cars

In the garage where you can choose your car press the Cruisin' View 2 button. You'll that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

CRUISIN' WORLD

Extra Vehicles

When choosing your car, press View 2 or View 3 to find extra vehicles.

GUNBLADE N.Y. Special Attacks

During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact. · After you defeat the boss character in the

third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.

Multiple Endings

- · If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.
- If you finish either course without continuing, a group of butterflies will fly by.
- If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

THE HOUSE OF THE DEAD

Special Endings

If you save all of the innocent bystanders in the game from being killed, you'll enter a se

cret power-up room just after the limestone cave in the final stage.

- If you finish the game with a score of 62 000. or higher, you'll see the "good" ending.
- If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.
- If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending. Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the trig-gers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's

- Player 1 plays as Super G—Left, Left, Right, Left, Left, START
- Player 2 plays as Super G-Right, Right, Left, Right, Right, START
- Both players play as Super G-Left, Right, Left, Right, Left, Right, START
- Player 1 plays as Sophie-Right, Left, Right, Right, Left, Left, START
- Player 2 plays as Sophie—Left, Right, Left. Left, Right, Right, START
- Both players play as Sophie—Left, Right, Right, Left, Left, Right, START
- To display your score on the screen during
- game—Left, Left, Left, Right, Right,

HYPERDRIVE

Expert Mode

At the track select screen, hold the View 2 button when making your selection to play at a higher difficulty level. Mirror Tracks

At the track select screen, hold the View 1 button when making your selection to change the track into its "mirrored" version.

Time Attack Mode

At the Racer select screen, hold the View 1 button when making your selection. When the race starts, there will be no computer-controlled opponents.

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joy stick Up and hold it there while pressing the following buttons: FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

THE KING OF FIGHTERS '98

At the character-select screen, highlight one of the following 12 characters, hold the START button and press A to choose an alternate version of that character as described below:

Shermie—The King of Fighters '97 version Yashiro—The King of Fighters '97 version Chris—The King of Fighters '97 version Yuri—The King of Fighters '94 version Robert—The King of Fighters '94 version Ryo—The King of Fighters '94 version Joe-The King of Fighters '94 version Kyo—The King of Fighters '94 version Andy-Real Bout Fatal Fury 2 version Terry—Real Bout Fatal Fury 2 version Mai—Real Bout Fatal Fury 2 version
Billy Kane—Real Bout Fatal Fury 2 version

Reader Art Gallery



David Longfellow, Plata, MD









Travanti Jones Louis, MO by St.

Arcade tips

MARVEL SUPER HEROES VS STREET FIGHTER

Each of the following codes works at the character-select screen

Shadow—Highlight Dhalsim, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Fierce Punch simultaneously

Mega Zangief-Highlight BlackHeart, p and hold START, hold the joystick Left for five nds. While holding START and Left, press Jab Punch and Fierce Punch simultaneously

Dark Sakura—Highlight the Hulk, press and hold START, hold the joystick Right for five seconds. While holding START and Right, press Jab Punch and Fierce Punch simultane

Mephisto-Highlight Omega Red, press and hold START, hold the joystick Down for five seconds, press Jab Punch and Fierce Punch simultaneously.

U.S. Agent-Highlight M. Bison, press and hold START, hold the joystick Up for five sec onds. While holding START and Up, press Jab Punch and Fierce Punch simultaneously

Armored Spider-Man—Highlight Ryu, press and hold START, hold the joystick Down for five seconds. While holding START and Down, press Jab Punch and Fierce Punch simultane-

MARVEL VS. CAPCOM

The following codes can be input at the char acter-select screen. Choosing a standard fighter before a secret character can affect

• Red Venom-Highlight Chun-Li, then press Right, Down, Down, Down, Left, Up Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. Red Venom should appear directly above Chun-Li.

 Orange Hulk—Highlight Chun-Li, then press Right, Right, Down, Down, Left, Left, Right Right, Down, Down, Right, Right, Up, Up Down, Down, Down, Up, Up, Up, Up, Left, Up. Orange Hulk should appear directly above Rvu

· Shadow Lady-Highlight Morrigan, then press Up, Right, Right, Down, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down Down, Left, Left, Up. Up. Right, Right, Up. Up. Left, Left, Down, Down, Down, Down

Shadow Lady should appear below Gambit.
• Roll—Highlight Zangief, then press Left Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right Right. Roll will appear to the right of Mega

· Gold War Machine—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up Right, Right, Left, Left, Down, Down, Down Down, Right, Right, Up, Up, Left, Left, Down Down, Right, Right, Up, Up, Up, Up, Up, Gold War Machine should appear just above Zang-

• Evil Morrigan—Highlight Zangief, then p Left, Left, Down, Down, Right, Right, Up, Up Down, Down, Down, Left, Left, Up, Up. Up. Up. Right, Left, Down, Down, Down Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Right, Down. Evil Morrigan should appear just below War Ma-

MOTOR RAID

Extra Stage: Segal

First play the Practice Mode. The easiest stage

"Yenda," will then be selectable. Next, highlight Yenda at the stage-select screen and enter the following code with the handlebar buttons: Punch, Kick, Kick, Punch, Kick, Kick, Punch, Punch, Kick, Kick. The "Segal" will now be selectable. Use Segal Weapons in Any Stage

Ordinarily, the Needles and Hammer weapons can only be used in the Segal stage. To access these weapons in any other stage, enter either of the following codes at the Select Player screen

Needles-Kick, Kick, Punch, Kick, Kick, Punch, Kick, Punch, Punch, Kick

-Punch, Kick, Punch, Kick, Punch, Punch, Kick, Punch, Punch, Kick

Change Bike Color to CPU Bike Colo

In order to use the CPU Bike Color, enter the lowing code at the Select Player screen: Punch, Kick, Kick, Punch, Punch, Kick, Kick, Punch. Note: The Select Player screen is n chrome, so you will not be able to see the color change until the game starts.

RAMPAGE WORLD TOUR

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the monsters are in that city only. A brief message will appear on the screen to confirm if a code has been entered correctly. Fatty Foods

This code enables an individual monster to digest fatty foods better. All people eaten by this monster award three times their normal health increase. This code only works at the end of any Jumbo Jet ride, just prior to the start of a World Tour

· George-Hold the joystick Up, press Jump, Jump, Jump

· Lizzie-Hold the joystick Up, press Punch, Punch, Punch

-Hold the joystick Up, press Kick, Kick, Kick

This code enables an individual monster to avoid stomach upset. The "bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a

· George-Hold the joystick Down, press Jump, Jump, Jump

• Lizzie—Hold the joystick Down, press Punch, Punch, Punch

Hold the joystick Down, press Kick, Kick Kick

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Moab, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca

George—Press Jump
 Lizzie—Press Punch

· Ralph—Press Kick Load Up Power-Ups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Carbondale, Santa Fe and Honolulu,

• George—Press Jump, Jump · Lizzie-Press Punch, Punch

从后沿上6日品

· Ralph-Press Kick, Kick

Secret Stage:

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city annears before the start of four very specific

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia" 2) Enter the code when "Louisville" appears

and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.
3) Enter the code when "Fairbanks" appears

to discover the steamy secret of Eustas Demonic's Underworld Connection".
4) Enter the code when "Phoenix" appears to

learn what's hidden at the secret military base

known only as "Area 69".

• George—Press Jump, Jump, Jump

· Lizzie-Press Punch, Punch, Punch

Ralph—Press Kick Kick Kick

Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City,

George-Press Jump, Punch, Kick

Lizzie—Press Punch, Kick, Jump
 Ralph—Press Kick, Jump, Punch

REAL BOUT FATAL FURY SPECIAL

Characters

At the character-select screen, highlight Andy Bogard, Tung Fu Rue, Billy Kane or Blue Mary Press and hold the START button, press B, B, C, C, then press and hold B, wait for one second, press and hold C wait for one second. then press A or D to select the character. (You should still be holding START + B + C when you press A or D to finish the code.) Now bu're playing as the alternate "EX" version of the character you chose.

Fight the Hidden Boss

When playing in one-player mode, you can fight the hidden boss character. Geese Howard, in a special "Nightmare" match if you meet all of the following criteria:

You must not lose a single round.
You cannot score a ranking of "C" or less in

any battle. Your score must be 750,000 or more before

you reach the battle with Wolfgang Krauser

SAN FRANCISCO RUSH

ifferent Racers

At the vehicle select screen, hold the Music button and press View 1 + Gas Time Trial Mode

At the vehicle select screen, hold the Music button and press View 2 + Gas. Increase Force-Feedback
At the vehicle select screen, hold the Music

button and press View 3.

STREET FIGHTER II

Mystery Numbers
Watch the game in "demo" mode, and wait for any scene that shows two of the charac ters fighting. On the second controller (right side) press Up, Up, Down, Down, Left, Right, Left, Right, STRONG, FIERCE. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the

STREET FIGHTER III: SECOND IMPACT

Play as Akuma

Bill Nguyen, ringfield, MO

Highlight Ryu at the character select screen Press Down, Down, Up on the joystick. Press Left to highlight Ken and press Up, Up, Down.

Go Right to highlight Ryu and press Up. Go Left again to highlight Ken and press Down. Now go Left until you reach Sean. At Sean press Down, Down, Up. Down, Up. Up. Up. Akuma will appear as a selectable character above Sean

STREET FIGHTER ALPHA 3

Secret Character: Juni

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

 Highlight Charlie or Rolento and press Left to reveal a random select box. At the random select box, hold the joystick Left and press any

 Highlight Sagat or Gen and press Right to reveal a random select box. At the random se lect box, hold **Right** and press any button. Secret Character: Juli

Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

· Highlight the random select box next to Charlie or Sagat. At the random select box,

hold Up and press any button. Highlight the random select box next to Rollento or Gen. At the random select box, hold

Down and press any button. Secret Character: Balrog

Highlight Karin at the character-select screen for at least three seconds, then highlight any random select box, hold START and press any button.

'Classic" Mode

Hold Jab Punch and Short Kick before y your money into the machine, Press START. then select a character while continuing to hold Jab Punch and Short Kick. This code gives every opponent a low Guard Meter and makes it easier to get your opponent dizzy "Mega Damage" Mode

Hold Strong Punch and Forward Kick before you put your money into the machine. Press START, then select a character while continu ing to hold Strong Punch and Forward Kick. This code gives you and your opponent double damage on all moves. You will see a meter at the bottom of your life bar that says "on" and you will have to win two rounds to beat an opponent while he or she only has to win one.

"No ISM" Mode

Hold Fierce Punch and Roundhouse Kick hefore you put your money into the machine. Press START, then select a character while continuing to hold Fierce Punch and Roundhouse Kick. This code disables your Guard Meter and gives you "X" mode strength.

VIRTUA FIGHTER 3

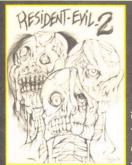
Insert your coins, then press and hold all four

uttons (A + B + C + D) and press START. When the game begins, your attacks will be illustrated on the screen and your rank will be displayed when the game is over. Alternate Costume Select

At the character-select screen, highlight the character you wish to select, hold **START** and press any button to choose that character's alternate costume

Winning Pose Select

When you win a match, you can select a speinning pose by holding down the hold PUNCH, KICK, GUARD or DODGE button; each one corresponds to a different pose. Some characters—like Pai—have more than four victory poses, and each fighter has a special pose and saying which only appear after a "perfect" victory.









Jared Jo vis, CA

90



This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishmentsand get some free publicity for your arcade!-contact us by fax at (213) 651-3042 or write to us at TIPS & TRICKS Hi Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players—show this page to your local arcade owner/operator and spread the word!

JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Ehrgeiz	80,640 (Cloud)	DDD
Ehrgeiz	8'18''96	SQR
Tekken 3	31 wins (King)	KIN
Tekken 3	3'27"65 (Paul)	SAW
Hyperdrive (Mars Dragstrip)	2:00′73	FBR
Hyperdrive (Orbital Speedway)	2:17′36	FBR
Hyperdrive (Asteroid Mine)	2:27'41	FBR
Hyperdrive (Deep Space)	2:05′32	FBR
Junkyard (pinball)	283,460,410	JPW
Rampage World Tour	522,820	CBR

ALL AMUSEMENT CENTER
201 E. Magnolia, Suite #128 • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Street Fighter Alpha 3	885,600	JSN
Tekken 3	2:40'06	JAG
Cruis'n World (Australia)	1:21′38	ARV
Top Skater (Expert)	371,562	ACE
Top Skater (Novice)	598,567	GAB
Daytona USA (Beginner)	2:19'85	WMC
Marvel vs. Capcom	1,027,600	GABRIEL
The House of the Dead	83,560	RBV
Area 51	999,999	LUIS
Maximum Force	507,280	XAU

DIVERSIONS

6225 N. McCormick • Chicago, IL 60659 • (773) 588-0226

GAME	HI SCORE	NAME
Blitz '99 (greatest players)	#1	FOZ
Blitz '99 (biggest winners)	15	FOZ
Blitz '99 (best offense)	69.86	Shorty
Blitz '99 (best defense)	13.67	FOZ
Blitz '99 (avg. yds. per game)	355.00	THUG
Gauntlet Legends (Wizard)	Level 45	ERB
Gauntlet Legends (Valkyrie)	Level 29	ODD
Thrill Drive	1,000,000	KI

FUN-O-RAMA

1605 W. 49th St • Hialeah, FL 33144 • (305) 558-8651

GAME	HI SCORE	NAME
Blitz '99	17 wins	DEE
Daytona USA 2 (Beginner)	2:15'80	RJD
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 2	27 wins	RJD
Street Fighter Alpha 3	18 wins	VIC
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tetris	998,041	Jason Wilson
-		

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Cruis'n World (Australia)	1:14'20	RSH
Time Crisis	14:00	KAM
Ms. Pac-Man	213,380	?
Ultimate Mortal Kombat 3	20 wins	SBS
Daytona USA (expert)	3:29'29	HH. /
San Francisco Rush (Beginner)	2'25'00	Miami, FL
The House of the Dead	66,062	DAN
Tech Romancer	50,000	NOU
Breakshot (pinball)	42,205,040	МОО
Gauntlet Legends (Valkyrie)	Level 42	ACE

SEGA CITY

31 Fortune Drive (Irvine Spectrum) • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
The House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Ehrgeiz (Cloud)	81,470	LHK .
Time Crisis (Story)	10:49'78	MMK

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohihana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	472,350	Bob Tan
Time Crisiș II	1,004,310	SBM
Rival Schools: United by Fate	2,133,700	Kenny Wu
Blitz '99 (win streak)	16 wins	Badboy
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan

SPECIAL STREET FIGHTER ALPHA 3 PAN VS. USA WORLD CHAMPIONSH

On November 7 and 8, 1998, Capcom and Tips & TRICKS magazine cosponsored the Street Fighter Alpha 3 World Championship tournament at Capcom's Nickel City arcade in San Jose, California. At Capcom's request, the tournament was organized by our own Jason Wilson, who also served as master of ceremonies for the event. In attendance were representatives of Capcom Japan and Capcom Entertainment of America as well as Japanese television crews and agents of two of Japan's biggest video game magazines, Gamest and Famitsu. The reason for all of the international interest was the presence of 17-year-old Daigo Umehara, winner of the

Street Fighter Alpha 3 tournament at the Tokvo Game Show. Umehara was brought to the U.S. by Capcom to face off against the winner of the U.S. tournament in order to determine the identity of

the true Street Fighter Alpha 3 world champion!

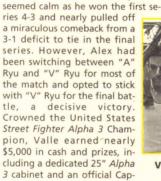
64 players competed for the right to challenge Umehara; though most were California residents, many other regions of the country were represented, including the East Coast (David Spence and Abe Lin), Pacific Northwest (Tom Cannon, Tony Cannon and Ray Teruya Jr.) and Midwest (Jessie Howard and Wes Truelson). The first day was a walkthrough for nearly every seeded player in attendance. 16 players (eight from the loser's bracket and eight from the winner's bracket) qualified for Sunday's finals. Unfortunately, two players who were scheduled to compete in Sunday's finals were unable to attend due to car trouble. This opened the door for another single-

elimination tournament for the final two spots; it attracted another 16 players, with Joey Cuellar of Anaheim and Jon Halili of Orange County qualifying. The Japanese TV

to assemble their equipment during the contest, all in preparation for the big Japan vs. USA finals, which would take place on a pair of cabinets with 50" screens that were imported from Japan specifically for the tournament. Alex Valle-seemingly unbeatable in almost every major American tournament over the last three years once again went through the winner's bracket undefeated, dismantling top Sunnyvale player Jason Nelson and top

San Jose player Jason Cole on the way. The surprise of the tournament, however, was Graham Wolfe,

who-after only playing the game for a little over a month-took Valle to the final match in both of their best-of-seven series. Wolfe needed to defeat Alex eight times to win the championship; he



com Alpha 3 jacket. The best, though, was yet to come: Alex now had a chance to play against Umehara, Japan's top Street Fighter player, in a battle to decide the International Street Fighter

'ball"-style

Alpha Championship! In an effort to be as accommodating to the players' customs as possible, one of the 50" cabinets was outfitted with a Japanese

Umehara keeps cool in an exhibition match with Capcom's Robert Johnson. joystick for

Well-maintained equipment kept the

tournament running smoothly.



Daigo, the Japanese champ, arrives by limo accompanied by the TV crew.

Daigo's use while Alex was allowed to use the "bat-handle" joystick that American players are accustomed to. The cabinets were linked side-to-side and the Japanese television crews were ready to capture the action as Valle and Umehara faced off in the first ever Capcomsanctioned international fighting game competition. A best-twomatches-out-of-three, five-round match-up, the competition lived up to all the hype. Alex's "V" Ryu handed Daigo's "V" Gouki his first loss in a tournament, the crowd cheering wildly as Alex went up one match to zero. Then, at match point, Daigo showed why he is the Japanese Alpha 3 ace. He calmly took Alex out of his gameplan, win-



Valle (left) and Umehara (right) in their post-battle TV interview.

ning the next two matches decisively and taking the crown as the International Street Fighter Alpha 3 champion!

Special thanks to Marc Vasquez, Cho Chang and John Bailon of

Southern Hills Golfland for all their help. Thanks also to Jayson Mc-Clellan, Melinda Mongelluzzo, Robert Johnson, Matt Atwood, Lisa Jones, Takashi Kubanzono and Steve Blattspeiler at Capcom for helping to make this a spectacular event!

1st Place Winner: Alex Valle-Westminster CA Prize Package: \$1,000 cash. 25" dedicated Street Fighter Alpha 3 cabinet, Capcom leather backpack, custommade Street Fighter Alpha 3 jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees

2nd Place Winner: Graham Wolfe-San Jose, CA Prize Package: \$500 cash, Capcom leather backpack, custom-made Street Fighter Alpha 3 jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees.

3rd Place Winner: Jason Cole—San Jose, CA

Prize Package: \$100 cash, Cancom leather backnack two Capcom PlayStation games and two deluxe arcade game marguees.

4th Place Winner: Jason Nelson—Sunnyvale, CA Prize Package: Two Capcom PlayStation games and two deluxe arcade game marquees.

5th Place (tie): John Choi—Davis, CA and Robert Ingrim-Westminster,CA

The Top 16 Players Remaining for Sunday's Finals: Alex Valle Graham Wolfe Jason Cole Jason Nelson John Choi Robert Ingrim James Romedy Thao Doung Mike Watson Roh Painter Alex Wolfe David Sirlin Jon Halili Joey Cuellar Ray Teruya Jr. **Brandon Haves**



Game Shark codes





Codes for use with Interact **Game Products' Game Shark** Video Game Enhancers

PlayStation

Armored Core: Project Phantasma 800427D8-03E7—Infinite ammo, right arm 80042816-0064 + 80042854-0064—Infinite ammo, back weapon 3003434D-0001 + 8003434E-0101 +

80034350-0101 + 80034352-0101 + 80034354-0101—Have all generators

8003435C-0101 + 8003435E-0101 + 8003436-00101 + 80034362-0101 + 80034364-0101—Have all FCS

8003436C-0101 + 8003436E-0101 + 80034370-0101 + 80034372-0101 +

80034374-0101 + 80034376-0101-Have

all optional parts

Dead Ball Zone

800AF998-0032—Team 1 scores 50 800AF998-0000—Team 1 scores 0 800AF99C-0032—Team 2 scores 50 800AF99C-0000—Team 2 scores 0

Dragon Seeds

80084574-FFFF-Infinite gold 800EEDF8-03E7 + 800846AA-03E7-Infinite HP 800EE5BC-0009—Infinite special attacks 800846B6-03E7—Max. special strength 800846D0-0063—Max. attack strength 800846B2-03E7—Max. muscle strength

Duke Nukem: Time to Kill

800846AE-03E7—Max. speed

800D7460-0001 + 800D7462-03E7-Infinite throwing knives 800D7464-0001 + 800D7466-03E7-Infinite throwing axes 800D746A-03E7—Infinite arrows

800D746E-03E7—Infinite pistol ammo 800D7472-03E7—Infinite shotgun shells 800D7476-03E7—Infinite rifle ammo 800D747A-03E7—Infinite gatling gun ammo

800D747E-03E7—Infinite RPG ammo 800D7482-03E7—Infinite flame fuel 800D7486-03E7—Infinite energy ammo

800D748A03E7—Infinite freezer ammo 800D748C-0001 + 800D748E-03E7-Infinite pipe bombs

D00D74F0-0000 + 800D74F0-0001—Jet pack

800D74F2-6000—Infinite jet pack energy 800D746C-0009—Super eagle 800D7470-0009—Super shotgun

The Fifth Element

D0060B2C-8385 + 80060B2C-8387 + D0060B60-8385 + 80060B60-8387 + D00526AA-0C01 + 800526AA-2400—Extra health

801FFF46-0009-Infinite lives 800DD54C-00FF + 801FFF96-0001-Infinite

Future Cop: L.A.P.D.

8009C0B2-0004 + 8009C0B6-0004 + 8009C0DA-0004—All weapons

Gran Turismo

D00816D8-0000 + 800816D8-0405 + D00816DA-0000 + 800816DA-0004 + D00816DC-0000 + 800816DC-0405 + D00816DE-0000 + 800816DE-0004 + D00816E0-0000 + 800816E0-0504 + D00816E2-0000 + 800816E2-0004-Start with Bonus Items A (Arcade mode) D00816E4-0000 + 800816E4-0404 + D00816E6-0000 + 800816E6-0004 + D00816E8-0000 + 800816E8-0404 + D00816EA-0000 + 800816EA-0004 + D00816EC-0000 + 800816EC-0404 + D00816EE-0000 + 800816EE-0004-Start with Bonus Items B (Arcade mode) D00816F0-0000 + 800816F0-0404 + D00816F2-0000 + 800816F2-0004 + D00816F4-0000 + 800816F4-0404 + D00816F6-0000 + 800816F6-0004—Start with Bonus Items C (Arcade mode)

D00B68B0-0000 + 800B68B0-0002-Start on 2nd lap (Arcade mode) D009AACE-0009 + 8009B866-00FF-Press START + SELECT for cash (Simulation mode)

D009AACE-0009 + 8009E3B4-0303 + D009AACE-0009 + 8009E3B6-0303 + D009AACE-0009 + 8009E3B8-0303 + D009AACE-0009 + 8009E3BA-0303—Press

START + SELECT for B license (Simulation mode) D009AACE-0009 + 8009E3BC-0303 +

D009AACE-0009 + 8009E3BE-0303 + D009AACE-0009 + 8009E3C0-0303 +

D009AACE-0009 + 8009E3C2-0303-Press START + SELECT for A license (Simulation mode)

D009AACE-0009 + 8009E3C4-0303 + D009AACE-0009 + 8009E3C6-0303 + D009AACE-0009 + 8009E3C8-0303 +

D009AACE-0009 + 8009E3CA-0303-Press START + SELECT for International A li-

cense (Simulation mode)

Note: There are two slightly different versions of Gran Turismo. If the above codes don't work with your copy of the game, try these instead:

D0081788-0000 + 80081788-0405 + D008178A-0000 + 8008178A-0004 +

D008178C-0000 + 8008178C-0405 +

D008178E-0000 + 8008178E-0004 + D0081790-0000 + 80081790-0504 +

D0081792-0000 + 80081792-0004-Start

with Bonus Items A (Arcade mode) D0081794-0000 + 80081794-0404 +

D0081796-0000 + 80081796-0004 + D0081798-0000 + 80081798-0404 +

D008179A-0000 + 8008179A-0004 + D008179C-0000 + 8008179C-0404 +

D008179E-0000 + 8008179E-0004-Start with Bonus Items B (Arcade mode)

D00817A0-0000 + 800817A0-0404 + D00817A2-0000 + 800817A2-0004 +

D00817A4-0000 + 800817A4-0404 + D00817A6-0000 + 800817A6-0004-Start

with Bonus Items C (Arcade mode)

D00B68E0-0000 + 800B68E0-0002—Start on 2nd lap (Arcade mode)

D009AB6E-0009 + 8009B8F6-00FF--Press START + SELECT for cash (Simulation

D009AB6E-0009 + 8009E444-0303 +

D009AB6E-0009 + 8009E446-0303 +

D009AB6E-0009 + 8009E448-0303 +

D009AB6E-0009 + 8009E44A-0303—Press START + SELECT for B license (Simulation mode)

D009AB6E-0009 + 8009E44C-0303 +

D009AB6E-0009 + 8009E44E-0303 +

D009AB6E-0009 + 8009E450-0303 +

D009AB6E-0009 + 8009E452-0303—Press START + SELECT for A license (Simulation

mode)

D009AB6E-0009 + 8009E454-0303 + D009AB6E-0009 + 8009E456-0303 +

D009AB6E-0009 + 8009E458-0303 +

D009AB6E-0009 + 8009E45A-0303—Press

START + SELECT for International A li-

cense (Simulation mode)

Moto Racer 2

80010040-FFFF—Enable all courses and modes D00CF826-0700 + 800CF826-0701—Start on 2nd lap

N20 Nitrous Oxide

8011B212-0A63—Infinite special weapon ammo & Firewalls, Player 1 8011B293-0A63—Infinite special weapon ammo & Firewalls, Player 2 8011B1FC-1117—Infinite shields, Player 1 8011B27C-0FFA—Infinite shields, Player 2 8011B488-0E60-Driller counter

NASCAR 99

800EDE48-0009 + D0110EFC-0000 + 80110EFC-0008—One lap to race 800F02EC-00DC—Infinite fuel

NASCAR Racing

8009D83E-0275 + 8009D842-0275 + 8009D846-0275 + 8009D84A-0275-Always have good tires

NFL Blitz

80099C30-0001—Fast pass 80099B9C-0001—Tiny players 80099C0C-0001—No interceptions 80099C04-0001—Infinite turbo 80099BCC-0001—Smart computer opponent

NFL GameDay 98

800F47C80000—Away team scores 0 800F47C80032—Away team scores 50 800F47C40000—Home team scores 0 800F47C40032—Home team scores 50

NHL 99

D00B8434-0013 + 800B8434-E121 + D00B8436-0441 + 800B8436-0802-Infinite creation points 80042656-0032—Home team scores 50 80042656-0000—Home team scores 0 80042690-0032—Away team scores 50 80042690-0000—Away team scores 0 80074930-0005—Home team's goals worth 5 points 80074930-0000—Home team's goals worth 0 points



8007496C-0005—Away team's goals worth 5 points 8007496C-0000—Away team's goals worth 0 points

NHL FaceOff 99

800D4926-0032—Home team scores 50 800D4926-0000—Home team scores 0 800D4928-0032—Away team scores 50 800D4928-0000—Away team scores 0

Ninja: Shadow of Darkness

8002C052-2400—Infinite lives 8006D07C-0009—Infinite bombs 8006D044-FFFF—Infinite money

Parasite Eve

800B8A2C-03E7 + 800B8A3C-03E7—Infinite health

Roque Trip

301B39A9-0001—Enable Nightshade 301D824F-0063—Infinite Specials, Player 1 301D8250-0063—Infinite Stingers, Player 1 301D8251-0063—Infinite Blasters, Player 1 301D8252-0063—Infinite Stalkers, Player 1 301D8259-0063—Infinite upgraded Stingers, Player 1 301D825A-0063—Infinite upgraded Blasters, Player 1 301D825B-0063—Infinite upgraded Stalkers, Player 1 801D8784-FFFF—Infinite cash, Player 1 310D8B07-0063—Infinite Specials, Player 2 310D8B08-0063—Infinite Stingers, Player 2 310D8B09-0063—Infinite Blasters, Player 2 310D8B0A-0063—Infinite Stalkers, Player 2 310D8B11-0063—Infinite upgraded Stingers, Player 2 310D8B12-0063—Infinite upgraded Blasters, Player 2

Scorches, Player 2 801D903C-FFFF—Infinite cash, Player 2

310D8B13-0063—Infinite upgraded Stalk-

310D8B14-0063—Infinite upgraded

ers, Player 2

Tales of Destiny 801CE76C-FFFF—Infinite Gald 801F21D4-FFFF—Quick level gain 301CE7CA-0001—Sheeden Sword 301CE7CB-0001—Laser Blade 301CE7CC-0001—White Sword 301CE7CD-0001—Dragon Sword 301CE7CE-0001—Flare Sword 301CE7CF-0001—Excaliber 301CE7D0-0001—Vorpal Sword 301CE7D1-0001—latenos Sword 301CE7D3-0001—Winged Spear 301CE7E0-0001—Composite Bow 301CE7E1-0001—Crossbow 301CE7E2-0001—Elven Bow 301CE7E3-0001—Crescent Bow

301CE7F9-0001—Splint Mail 301CE7FA-0001—Breastplate 301CE7FB-0001—Plate Armor

301CE7FC-0001—Cloak 301CE818-0001—Ahmet Helm

301CE819-0001—Cross Helm 301CE81A-0001—Duel Helm

301CE81B-0001—Rare Helm 301CE83B-0001—Flare Cape

301CE83C-0001—Aqua Cape 301CE83D-0001—Elven Cape 301CE83E-0001—Princess Cape 301CE83F-0001—Demon Seal

Tenchu: Stealth Assassins

3001040D-0063 + 3001042D-0063— Shuriken 3001040E-0063 + 3001042E-0063—Caltraps 3001040F-0063 + 3001042F-0063—Health potions 30010410-0063 + 30010430-0063— Grenade 30010411-0063 + 30010431-0063—Smoke Bomb 30010412-0063 + 30010432-0063—Mines

30010413-0063 + 30010433-0063—Poison rice 30010414-0063 + 30010434-0063—Col-

ored rice 30010415-0063 + 30010435-0063—Sleeping gas

3001041A-0063 + 3001043A-0063— Shadow decoy

3001041B-0063 + 3001043B-0063—Super Shuriken

3001041F-0063 + 3001043F-0063—Ninja

Test Drive 5

8009DB72-0202 + 8009DB74-0202 + 8009DB76-0202 + 8009DB78-0202 + 8009DB7A-0202 + 8009DB7C-0202 + 8009DB7E-0202 + 8009DB80-0202 + 8009DB82-0202 + 8009DB84-0202 + 8009DB86-0202 + 8009DB88-0202 + 8009DB8A-0202 + 8009DB96-0202 + 8009DB98-0202—All tracks open

Trap Gunner

801093D8-2000—Infinite time 8012587C-0500—Infinite gun ammo, Player 1 80126284-0000—No gun ammo, Player 2

The Unholy War

8005643C-5918 + 8005643E-0801—Infinite health, Player 1

Wild 9

8007B630-0374 + 8007B638-0001—Infinite Rig power 8007B35C-0004—Infinite continues

Mintendo 64

Bomberman Hero

D0165241-0000 + 80165241-004B—Extra gems 88057495-00FF + 88057496-00FF + 88057497-00FF—Press Game Shark button for all OD bombs

Cruis'n World

DE2AD400-0000 + 812FE5EC-2402 + 812FE5EE-0001—Enable code (must be on) 803CE023-0001—Player 1 always places 1st 813D0D3C-4296—Infinite time

Deadly Arts

8009E3DF-00FF—Extra characters

GoldenEye 007

80036F77-0001—Speed display 800364C7-0000—Invisible 800364CB-0000—Walk through doors 80036FB3-0001—Enable Agent levels 80036FB7-0001—Enable all levels 80036FCF-0001—Fast Bond

GT 64

801608D8-0001—Always place 1st 8015FC35-0001—All races 1 lap 8015FD09-0063—Always have 99 points

Madden 64

80082D97-0003—Infinite time outs, home team 80082D97-0000—No time outs, home team 80084EB3-0003—Infinite time outs, away team 80084EB3-0000—No time outs, away team 80082D95-0032—Home team scores 50 80082D95-0000—Home team scores 0 80084EE1-0032—Away team scores 50 80084EE1-0000—Away team scores 0

Madden NFL 99

8005CF89-0003—Infinite time outs, home team 8005CF89-0000—No time outs, home team 8005FA49-0003—Infinite time outs, away team 8005FA49-0000—No time outs, away team 8005CF87-0032—Home team scores 50 8005CF87-0000—Home team scores 0 8005FA47-0032—Away team scores 50 8005FA47-0030—Away team scores 0

Mission: Impossible

800892A1-0001—Big head mode

NFL Blitz

8029975B-0001—Big head, Player 1 8029975B-0003—Big head, Player 1 & Player 2 80299763-0001—Tiny team, Player 1 80299763-0003—Tiny team, Player 1 & Player 2 80299803-0001—No head, Player 1 80299803-0003—No head, Player 1 & Player 2

NHL 99

800E73D9-00B0—Infinite creation points 810908FA-0032—Home team scores 50 81092C70-0032—Home team scores 50 810908FA-0000—Home team scores 0 81092C70-0000—Home team scores 0 81090938-0032—Away team scores 50 81090938-0000—Away team scores 50 81092D60-0000—Away team scores 0 81092D60-0000—Away team scores 0

Olympic Hockey Nagano 98

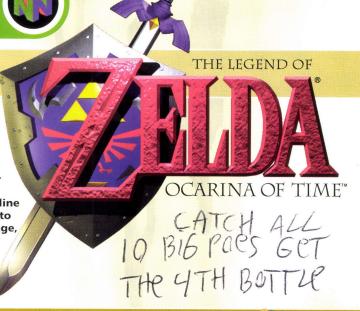
811151F8-0000—Team 2 scores 0 81111C70-0000—Team 1 scores 0 811151F8-0032—Team 2 scores 50 81111C70-0032—Team 1 scores 50 81115780-3F00—Crunched players 81115780-3FC0—Tall, thin players

100

The Legend of Zelda

by Tyrone Rodriguez and Jason Wilson

e're back! We wanted to offer continuous coverage of this game throughout the holiday season, but Nintendo was not able to provide us with a copy of the game until after our January issue deadline had passed. We've done our best to give you the best possible coverage, though, even with this slight snag in our plan. Every heart container has been uncovered, so you can face Ganon with a full arsenal!



HOW TO PLAY THE OCARINA LIKE LINK

Believe it or not, the Ocarina can play actual tunes. Link's recorder only has a range of one-and-a-half octaves, so you'll have to be a master of transposition to get certain songs just right. Without boring or confusing you with music theory, we've listed a diagram that shows how to transcribe sheet music for the ocarina. We also transcribed The original Zelda theme that you can play on your own time. Playing the ocarina can make for a surprisingly fun "mini-game." Find a nice, tranquil place and jam on with the Fairy Ocarina or Ocarina of Time.

The R and Z buttons make notes sharp and flat, respectively. In other words, these buttons function to raise or lower a pitch by half a note. The analog joystick raises a pitch by a full note. If you're on D (C®) and press Down on the joystick (while continuing to hold C®) the note will transition from D to C. See the diagrams to grasp this concept more easily. When you see a command that consists of several button names with no spaces between them, it means you must play the two or three commands together. For example, the notation zA means that you must press the joystick Down in addition to the A and Z buttons.



EQUIPMENT

The following pieces of equipment can be interchanged at your leisure, but they cannot be equipped unless Link is qualified to use them. That is, young Link cannot wield the mighty Master Sword or Biggoron Sword, nor can the adult Link use the Kokiri Sword.

Kokiri Sword

(Young Link)
Our young
hero will find
his first sidearm
in the outskirts of
Kokiri Village.
This sword has
limited range.

Swords Master Sword

(Adult Link)
The sacred Master Sword awaits Link in the Temple of Time. He'll need to have all three Spiritual Stones as well as the Ocarina of Time to wield this powerful weapon.

Biggoron Sword

(Adult Link)
As an adult, Link can purchase a phony Biggoron Sword from a craftsman in Goron City. The true Sword must be earned through bartering.



Shields

Deku Shield

(Young Link) Crafted from Deku trees, this is the



Hylian Shield (Adult Link) The Hylian Shield will be the shield of choice

throughout Link's quest. It can be purchased at most shops or-even better-found in the Kakariko

Village Graveyard. While the adult Link can fully appreciate the Hylian Shield, young Link can only hunch over and use it for cover.

Mirror Shield

(Adult Link) Link will uncover the Mirror Shield at the tail end of his quest. This magical shield can reflect light, repel most any thing and-best of

all-matches his Goron tunic perfectly.

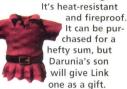
Tunics

Kokiri Tunic

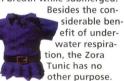
Link can't trek through Hvrule in the buff. Both Young and Adult Link will sport the mean green tunic.



Goron Tunic (Adult Link) The Goron Tunic is perfect for those extra crispy areas. Link won't burn to a crisp when he dons this scarlet red gear.



Zora Tunic (Adult Link) Link can't hold his breath forever-not even for Zelda. With the aid of the Zora Tunic, Link can breath while submerged.



Boots

Kokiri Boots

The Kokiri Boots come in



two sizes, so Link never has to go barefoot. The preceding boots are used in isolated situations.

Iron Boots (Adult Link) You've heard of Iron Maskswell, this is what you wear if you've got ugly feet. Actually, the Iron Boots' added weight will allow Link to sink to new depths in Lake Hylia. He can't run or react as



quickly while wearing them. The Iron Boots are found in the Ice Cavern near Zora's Domain.

Hover Boots (Adult Link) As the name suggest, these boots will allow Link to walk on air for a brief moment. Don't expect to do the moon-



walk in these puppies; they've got no traction. The Hover Boots lie in wait at the Shadow Temple.

SECONDARY **EQUIPMENT**

The following items are is automatically equipped as you find them. None of them can be unequipped. The age at which Link is affected by each item is shown in parentheses where applicable.

Deku Seed Bag (Young Link) Deku Seeds are used as ammunition for the Fairy Slingshot. Link can find a larger bag in the Lost Woods.

Bomb Bag

The Bomb Bag holds bombs what a surprise! You'll find the first of these in the Dondongo's

Quiver (Adult Link)

The guiver holds arrows that can be used for the Fairy Bow. Magical shots (Fire, Ice, Light) will deplete your total arrow count as well as normal shots.

Goron's Bracelet (Young Link) A gift from King Darunia, Goron's Bracelet will give Link enough strength to lift the Bomb Flowers littered throughout Hyrule.

Silver Gauntlet (Adult Link) The Spirit Temple holds this prize. The Silver Gauntlets will give a a full-grown Link the added strength to move even larger objects.

Gold Gauntlet (Adult Link) Harnessing even more power than the Silver Gauntlets, these magical gloves will give Link the power to lift the most

immobile barriers. The Gold Gauntlets wait in a secret location in Ganon's Castle.

Silver Scale (Young and Adult Link) A prize for beating the Diving game in Zora's Domain. The Silver Scale gives Link six seconds of diving time. Hold the A button to dive until his time expires.

Gold Scale

Breaking the record for the largest fish ever caught in Lake Hylia will earn Link the coveted Gold Scale. This item will give Link 12 seconds of dive time.

Fairy Bow (Young Link)

The Forest Temple will yield the Fairy Bow. Without this weapon Link will not be able to complete his rigorous quest. The Fairy Bow can be upgraded by picking up Fire, Ice and Light arrows. Magic arrows not only deplete Link's arrow count, but his Magic as well.

SECONDARY WEAPONS

Link will use these weapons to complete his quest. They can be assigned to the C buttons. Much like Link's swords, shields and tunics, use of these items may be prohibited depending upon his age. Any item that cannot be used by Link at his current age will be darkened. Some items cannot be used in conjunction with certain others; for example, you cannot equip Din's Fire to C♥ and Farore's Wind to C.

Deku Stick (Young Link) Link can find the Deku Stick by defeating Deku Babas or by purchasing them in Hyrule stores. While Link can use the Deku Stick to strike enemies, its best use is to

Bombs

light torches.

Make new paths and take out enemies with a bang. Link will find bombs throughout Hyrule only after he's attained the Bomb Bag. Link will drop bombs when standing still. When in motion, Link will hurl bombs.

Boomerang (Young Link) Who could forget what has been proven in previous games to be one of Link's most valuable weapons? The Boomerang is back and better than ever, thanks to the Z targeting system. The Boomerang can fetch hard-to-reach items. Look inside Lord Jabu-Jabu to get Link's Boomerang.

Deku Nut

These are like Willow's Magic Acorns. Hitting some enemies with them will freeze them in place. Not all enemies are affected by Deku Nuts. You can purchase Deku Nuts from Deku Shrubs or find them throughout Hyrule.

Bombchu

The mobile equivalent of bombs. Bombchu can be earned in the Cursed Skultula house or pur-

chased in the Market. These handy-dandy go-everywhere items can crawl up walls.

Fairy Ocarina (Young Link) Saria will give Link the Fairy Ocarina as he leaves KaKariko Village. The Fairy Ocarina is not as powerful as the Ocarina of Time.

Fairy Slingshot (Young Llnk) Inside the Great Deku Tree, Link will find the 🏁 Fairy Slingshot. This long-range weapon will help him reach faraway switches and distance enemies.

Magic Beans (Young Link) Ten locations in Hyrule have the properties necessary for Link to plant Magic Beans, Once Link becomes an adult, he can re-visit these areas to find magic beanstalks.

Ocarina of Time

Princess Zelda will drop the Ocarina of Time into the furrow of Hyrule Castle. Link will have to dive in and pick up the Ocarina. This item will replace the Fairy

(

The Legend of Zelda



Hookshot (Adult Link)

Visiting Dampé's grave as an adult. Link can earn the muv importante Hookshot. With this item, Link can 🤳 attack from long distances. Like the Boomerang, the Hookshot can stun some enemies. The Hookshot will later be upgraded to the Longshot.

Nayru's Love (12 Magic Points) The last spell you'll locate is hidden near the Spirit Temple. The Great Fairy will endow Link will Nayru's Love. This spell creates a temporary barrier, rendering Link invulnerable. He won't sustain damage from hits but he will, unfortunately, take

Megaton Hammer (Adult Link) To defeat the evil dragon, Volvagia, Link will need the Megaton Hammer. A chest in the Fire Temple holds this valuable tool. The Hammer can succeed in activating rusted switches.

Bottles

Link will find a total of four bottles in his quest. These glass bottles can hold a myriad of things. Bugs, fish, ghosts, milk...Link will be able to keep many things inside them. The most useful of these are fairies. If you equip a bottle with a fairy inside just before losing your last heart, the fairy will replenish Link's heart meter after his demise.

Din's Fire (6 Magic Points)

This magic spell envelops Link in a huge circle of fire. a It works wonders on undead enemies. This spell is located in a Great Fairy's fountain near Hyrule Castle. You'll need bombs to break through the boulder blocking PA the way.

Farore's Wind (6 Magic Points) Link can use Farore's Wind as a warp to get from one point to the next. Using the Wind will create a warp point. Using it again will allow you to warp to the point you created or dispell the warp point. Find Farore's Wind in a Great Fairy's fountain near Zora's Domain.

15. (Young Link) Grabbing the same chicken and jumping to the left, Link will see a platform with a crate. Make your way to the platform and break the crate to claim your

- 16. (Young Link) Link's frog friends in Zora's River will give him a Heart Piece for playing the Song of Storm.
- 7. (Young Link) Link's amphibian buddies will reward him with another Heart Piece after he's learned and played all ten songs.
- 18. Unearthing a Grave stone in Kakariko Graveyard will reveal a secret area. Inside, Link will have to play the Sun Song to get another Heart Piece.

- a Heart Piece. Of course, he'll need to plant the Magic Bean as a child.
- 28. (Adult Link) In Death Mountain near the Fire Temple is a wall that can be climbed. Link will have to hop into a cove to reach a Heart Piece.
- 29. (Adult Link) Beyond Zora's Domain, near the Ice Cavern, a lone Heart piece sits on an iceberg. It's Link's for the taking.
- 30. (Adult Link) Entering the Ice Cavern, Link will find many rooms. One has a Heart Piece captive in Magic Fire; use bottled Fire to release another Heart Piece.
- 31. (Adult Link) Growing a Magic Bean near the laboratory as a child will permit adult Link to reach a Heart Piece high above the Lab.

SECRETS

Heart Containers

Link has three hearts at the outset of his journey. He can earn up to a total of 20 hearts. Link will earn one Heart Container for each Spiritual Stone he finds. Each Temple he conquers will earn him another for a total of 11 hearts. The remaining nine must be found in the form of Heart pieces. Four heart pieces form one Heart Container; that's a total of 36 heart pieces. You won't be able to locate every piece right away. You might need an item of some sort to get some. Here's a rundown:

- 1. (Young Link) Moving some boxes in the far structure of Lon Lon Ranch will reveal a small room. Inside Link will find a Heart piece.
- 2. (Young Link) Enter Kakariko's Graveyard at night. Have Dampé, the caretaker, dig each area until you find a heart piece.
- 3. (Young Link) Locating the right dog in Hyrule Market (at night) and taking him to his owner will earn Link another Heart piece.
- 4. (Young Link) Beating the Treasure Box game will get Link another Heart piece. The Lens of Truth makes this game much easier.
- 5. (Young Link) Consecutive wins on Bombchu Bowling will force the girl at the counter to award Link with a Heart Piece.
- 6. A ride from a friendly owl will land young Link on the rooftop of a Kakariko home. A secret passage will lead to a Heart Piece. As an adult, Link can use his Hookshot.
- 7. (Young Link) After learning Saria's song, a lone inhabitant of the Woods will award Link with a heart Piece if he plays this tune on his Ocarina.
- 8. (Young Link) Playing along with two Lost Woods inhabitants will relinquish another Heart Piece. It's
- like "Simon Says. 9. (Young Link) Use the first Chicken you see in
- Zora's River. Work your way up the river. Use this same chicken to earn Link yet another Heart Piece.
- 10. (Young Link) Farther up the River Link will find another Heart Piece. Use another chicken to get to this Heart piece.
- 11. (Young Link) Inside Zora's Domain there are unlit torches. Lighting them will reveal a hidden chest. Inside Link can find a Heart Piece.
- 12. (Young Link) Lighting the torches on the bottom for of Goron City will cause the large Goron vase to spin. Climb to the top floor and drop a Bomb inside to get a Heart Piece.
- 13. (Young Link) Catch the largest fish possible in Lake Hylia and the attendant will give Link a wellearned Heart Piece.
- 14. (Young Link) Grab a nearby chicken and jump to the right of the bridge in Gerudo Valley; Link will come across a small cove behind the towering water-







34. (Adult Link) When you've been captured in Gerudo Fortress, you'll have the opportunity to reach a chest with your Longshot. Inside is a Heart Piece.

35. (Adult Link) After besting four Gerudo guards, Link will receive a membership card allowing him freedom to roam Gerudo fortress. With the help of Epona, you'll need to score over 1,000 in the archer game. It'll be tough since you'll be riding horseback. Afterwards, the Gerudo will give Link a Heart Piece.

36. (Adult Link) Place a Magic Bean near the Spirit Temple. When Link becomes an adult, he'll be able to ride the Magic Stalk to the final Heart Piece.



The Legend of Zelda

THE MANY FACES OF LINK

Hyrule Market holds many cool places to visit—but none are as odd as the Mask Shop. Inside, Link can "borrow" a mask from the owner and sell it, then take his commission. The following events can be done relatively early on in your quest. Take the time to do so and you'll be awarded the Mask of Truth.

The first mask Link will receive is the Keaton Mask. The guard in Kakariko Village blocking Death Mountain will purchase the Keaton mask from Link. Head back to the mask shop to pick up the Skull Mask. The skull kid you find in the Lost Woods will purchase the Skull Mask from you. He won't give you full price, but sell it anyway. Return again to the Mask Shop for the Spooky Mask. Link's little friend in Kakariko Graveyard will gladly buy the mask, explaining that it will make him look like Dampé. After returning to the Mask Shop and giving the owner his cut, he'll give Link a pair of Rabbit ears. You'll have to look long and hard on the outskirts of Lon Lon Ranch. A man in a toga and sandals jogs in Hyrule Field daily. The only time you'll be able to speak with him is after sunset when he sits to rest. He'll bring Link's Rupee count to its maximum for the Rabbit ears. When you see the Mask Shop owner again, he'll give Link the Mask of Truth. Equip and wear this mask before speaking to Gossip Stones to hear what they have to say. From this point on, Link can also borrow a Goron Mask, a Zora mask and a Gerudo Mask.



























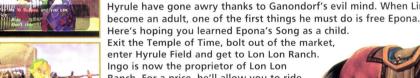






RESCUING EPONA









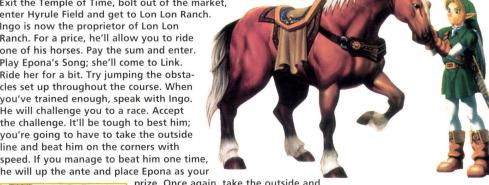
The future is a very dark place. Many things in

Hyrule have gone awry thanks to Ganondorf's evil mind. When Link has

Here's hoping you learned Epona's Song as a child. Exit the Temple of Time, bolt out of the market, enter Hyrule Field and get to Lon Lon Ranch. Ingo is now the proprietor of Lon Lon Ranch. For a price, he'll allow you to ride one of his horses. Pay the sum and enter. Play Epona's Song; she'll come to Link. Ride her for a bit. Try jumping the obstacles set up throughout the course. When you've trained enough, speak with Ingo. He will challenge you to a race. Accept the challenge. It'll be tough to best him; you're going to have to take the outside line and beat him on the corners with speed. If you manage to beat him one time,



prize. Once again, take the outside and beat Ingo with Epona's incredible speed. Besting Ingo twice will force him to give Link the horse. You'll need to escape Lon Lon Ranch with Epona (he won't let you out with your horse). A well-timed jump will send Link and Epona over the ranch gates. Now you can ride Epona through all of Hyrule Field and parts of Hyrule. If you ever lose your horse, play Epona's Song and she will return to Link.



104

The Legend of Zelda



GETTING THE BIGGORN SWORD

When you enter Goron City as an Adult, you can purchase a Goron Sword from one of the Goron craftsmen brother. It'll run you 200 Rupees and break after repeated use. The real sword must be earned. Link will have to trade many items to earn the Biggoron Sword. If you don't know the exact location of the next event, check the map on the sub-screen. An orange arrow will point to your next objective. Link won't be able to use teleportation to get from place to place when an item has a time limit. For instance, when Cojiro's owner gives you a Mushroom, you'll have to physically take it to Kakariko Village. If you attempt to use a song to teleport, the timer will expire. Needless to say, Epona will be an important partner in gaining the Biggoron Sword.

A woman in Kakariko Village will hand adult Link a Pocket Egg; it will eventually hatch. Use this egg on Talon after you've beaten Ingo at a race. Return to Kakariko Village and the same woman will give you Cojiro, her brother's special rooster. The woman's brother is in the Lost Woods. Use Cojiro on him; he'll give you a Mushroom to take to the potion shop in Kakariko Village. The strange old woman will hand you the Odd Potion. Cojiro's owner has split from Lost Woods only to be replaced by a small girl. Give her the potion and she'll give Link the Poacher's Saw.

Now head over to Gerudo Valley. The bridge has been broken. Take a running leap with Epona and you'll clear the chasm. Speak with the man near the tent and give him the Poacher's Saw. He will

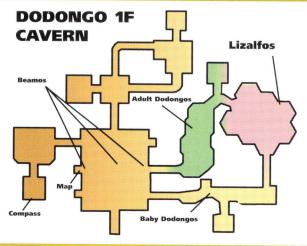
give you the Broken Goron Sword. A huge Goron sits atop Death Mountain. Hand him the Broken Sword. He won't be able to fix it, but he'll give you a prescrip-

tion. You must take this to King Zora in Zora's Domain. If you haven't freed King Zora from his magical fire, you'll need to enter the Ice Cavern to capture a blue flame. Use an empty bottle to get it.

Now give King Zora the prescription; he will give you an Eyeball Frog. You must take this frog to the professor in Lake Hylia. The Prof will give Link the Eye Drops, but you'll have to take them up to the big Goron quickly. After his eyes have been relieved, he'll hand you a Claim Check. The Biggoron Sword won't be ready for three days. Use the Sun's Song repeatedly if you would like to speed up the process. After three days, Link will be the proud owner of the Biggoron Sword!

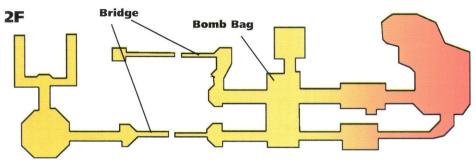


THE DUNGEONS



After receiving the Goron bracelet from the Goron King, proceed to your right after exiting Goron City and you will see a Goron guarding a bomb flower. Pick up the bomb and hurl it below to blow up the large rock that blocks the entrance to Dodongo's cavern. Make your way down the mountain passageway—using your Hylian Shield to avoid the few scattered boulders that roll down the hillthen proceed to enter the cavern in what will be the first real challenge that Link faces. The bridge directly in front of you has a stone pillar that rises from the lava. Wait for it to move to its highest point, then quickly move across the middle pillar, then again to the right. Wait for the stone pillar to rise about halfway out of the lava, then go forward quickly to jump onto it. When the pillar is as high as it's going to go, move forward quickly again to reach the next platform. Quickly go to the stone pillar on the left, then continue to the next platform. Bypass the first stone door and pick up a bomb from the Bomb Flower.

Continue along the platform and use the bomb to destroy the second stone door. You'll find the cavern map in a chest ahead. Return to the platform with the Beamos. Hop across the stone pillar and on to the next area. Pick up a Bomb Flower and destroy the Beamos ahead. Use another Bomb Flower to blow a hole in the wall ahead of the Beamos. Enter the pathway and follow it until you come to a large door, defeating the baby Dodongos along the way. (Remember to stand away from the Dodongos after destroying them to avoid their explosions.)



















Grab one of the statues and place it on the blue switch to enable entrance into the large door. Upon entering, there will be two Lizalfos enemies blocking your path. Use the Z targeting system to destroy them swiftly, then enter the next door. Keep moving along the path until you appear in a large cavern with three Dodongos and another locked door. Take a Deku stick and use it to light the remaining torches in the room that have not been lit then enter the unlocked door. This takes Link back into the main room of the dungeon. Stepping on the floor switch will unlock the door on the other side of the room; entering the stone door to the left will give you access to the Dungeon Map! The wall of stone has numerous Bomb Flowers surrounding it. Placing a bomb in the middle of the four Bomb Flowers on the left side will cause a chain reaction, then open a secret stairway to the second floor of the level. Go up the stairs and enter the door at the top of the room. Go to the other side of the pillar in the middle of the room, move the statue in front of the ladder and climb the ladder. Step on the floor switch to remove the bars from the door, then face the two doors and enter the one on the right. Cross the bridge and enter the next room, carefully avoiding the spiked balls that are spread throughout. Proceed to grab the block below the ladder, then climb it to reach the ladder. Move forward quickly to land on the pillar, then grab the Compass from the treasure chest.

From the top of the ladder, go forward to reach a pillar of fire. Use the slingshot to shoot the eye at the top of the screen. Cross over to enter another path, then enter the large door. Finish off the Lizalfos to remove the bars and enable the next door to be opened. If you have made it this far, your quest only becomes more difficult. Use the slingshot to hit the eye at the top of the fiery door to remove the first set of flames. Turn to your left and shoot the other one at the top of the other door, then proceed through the door that the flames subsided from. Entering the next room will reward you with a Bomb Bag from the treasure chest. Move to the doorway next to the chest where you received the Bomb Bag and step on the floor switch. Go to the right and walk toward the bridge. Make your way toward the edge of any of the holes in the bridge and hurl a bomb in each eye of the large skeleton Dodongo. This will open up the mouth of the Dodongo. Drop down on its head and enter its mouth. Proceed through the hallway, then climb up on a block with various symbols upon it. Continue climbing up the wall and enter the open doorway. A block can be pushed into the lower part of the room; follow it, then move it into the square hole in the middle of the room. Enter the door and place a bomb in the dark section of the room to create a crater in the floor. Dive in and prepare to battle with King Dodongo































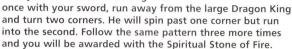


The Legend of Zelda



King Dodongo

Z-Target Dodongo when his mouth opens, then throw a bomb inside of him. He will appear to be stunned; now is your chance to slash him with your sword! After hitting him









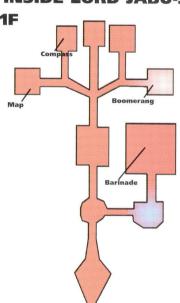








INSIDE LORD JABU-JABU'S BELLY

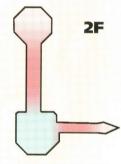


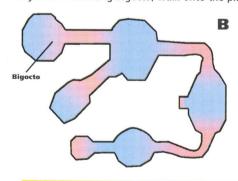
After using the fish to open up Lord Jabu-Jabu, use the slingshot to target the yellow switch on the ceiling to unlock the large red door at the end of the hallway. Walk along the left side of the wall and enter the next room, then fall into the first red hole on the right side. Talk to Princess Ruto a couple of times, then grab her and take her on your merry way! Enter the door directly behind you, following the passageway until you come to a room with a body of water and a white switch directly in the middle. Throw Ruto onto the ledge, then step on the white switch. The water will rise from the floor, allowing you to cross to the other side.

Use your slingshot to hit the yellow switch on the ceiling in the next room to proceed. Jump on the spiked platform and enter the first door to your right upon reaching the top. Cross the room and enter the door. Proceed carefully while walking on the right side of the wall. Activate the white floor switch, then advance to the next door. Finish off the four Stingers in the room by using a swift fling attack with your sword. A treasure chest will appear and you will be given the Boomerang! Exit the room and veer towards the left side of the hallway until you come across a white switch. Place Ruto atop the switch, enter the room with the tentacle and slash it a few times with your sword. A treasure chest will appear afterwards containing the Dungeon Map! Exit the room and take the first left, destroying all the bubbles to earn the Compass which will appear in the treasure chest if you defeat them in less than 40 seconds.

You now have taken apart one of the tentacles that was blocking the other rooms. Take the second left after passing through the hallway from which you earned the Compass and destroy the Parasitic Tentacle. Pick up Princess Ruto once again and head down the long hallway. Drop below into the second hole from the left and enter the room near you upon landing. The Spiritual

Stone is on the middle pillar. Throw Princess Ruto atop the pillar so she can grab it! Suddenly, the pillar will begin to move and the mini-boss octopus Bigocto will appear. Bigocto can be tricky if you are not careful. You can either sacrifice some of your life force to get a clear shot, or you can take your chances using the boomerang repeatedly until Bigocto's butt is facing you! You will need to use your sword to hit the green spot on his behind. When Bigocto begins spinning, use your boomerang to freeze him; hopefully you will get a clear shot of the green mark on his "dupa"! If not, you will have to keep freezing him with the boomerang and hope for the best...or run directly into him to thwart him the other way. After defeating Bigocto, walk onto the platform in the middle of the room to be taken up. Enter the door and stun the red





platforms with the Boomerang to make it to the next room. Walk to the platform that lowers you to the second level of the dungeon, grab one of the two boxes and jump on the blue floor switch, then drop the box on the switch to keep the door open. Grab the Gold Skulltula climbing the wall on the outside before you enter this room. Proceed into the room and climb the vines on the far right corner—taking out the two Gold Skulltulas—then Z-target the gooey yellow switch at the top of ceiling and smash it with your boomerang.





























The Legend of Zelda

Barinade (Bio-Electric Anemone)

Luckily, there are many flower pots in the dungeon that contain hearts for replenishing your life. Z-target the pods that are unleashing the Biris, then target Barinade's body when they are finished. Stab him with your sword and repeat. If Barinade begins to rotate around the dungeon, target the pods and eliminate them, then target Barinade's torso, stunning it with the boomerang, then slashing it with your sword. After defeating Barinade, you will will receive Zora's Sapphire, the third and final Spiritual Stone.



TO HYRULE CASTLE

Return to Hyrule Castle after defeating the Barinade. Watch as the story continues. After you've rescued the Ocarina of Time from the drink, enter the Temple of Time and play the Song of Time. The Master Sword Chamber will open. Pick up the Master Sword to travel seven years into the future. The first sage, Rauru, will tell Link of what's happened within the last seven years and give him his first Medallion. After exiting the Temple of Time, head for Kakariko Village. Enter the Graveyard. Dampé's gravestone can be moved; it's the one nearest to the Magic Stalk. Inside you'll race Dampé. After the race, he'll give Link the Hookshot. Head for



Lon Lon Ranch to save Epona. After you've released Epona, travel to Kokiri Village. Enter the lost woods. Play Saria's Song for the Kokiri blocking your path; he'll move once you've proven your worth. Inside the Sacred Meadow, Link will battle enormous Moblins. Use the Hookshot or bombs against these pests. At the end of the Meadow, Link will be greeted again by Sheik.

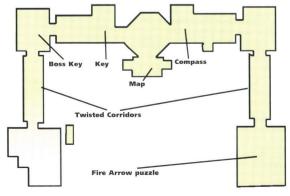
FOREST TEMPLE Courtyard Key Creen and Red Block puzzle Checkered floor, falling ceiling

Use the Hookshot and target the bottom of the branch of the tree. This will carry Link up to the ledge that's too high to reach. Go through the opening to enter the Forest Temple. After using the Hookshot to reach the platform, enter the door ahead. Two Wolfos will impede your progress; deal with them. After these pests are done with, climb the vines. Hop from branch to branch to reach a small treasure chest with a key inside. Enter the Forest Temple. From the main hall, enter the door directly ahead of the temple entrance. Defeat two Stalfos to earn another key. Exit the Stalfos room and turn right. A block bearing the Temple of Time blocks your path. Play the Song of Time to make the block vanish. The courtyard is home to an Octorok, a Jabu Baba and some Skulltulas. Climb the vines on the right wall—but watch out for the skulltulas, they bite. Open the door inside the cove. Defeat the Bubble inside the room to gain the temple map. Enter the next door. You'll find yourself in the second courtyard. Work your way to the other balcony in this area. Step on the switch to lower the water level in the well. Hop into the well; at the end, a small chest holds another key. Climbing this end of the well leads you back to the first courtyard. Return to the main hall of the temple. Enter the door to the left of the Forest Temple entrance. Avoid the Bubble in the next room and head directly for the set of ladders. Yellow arrows on the floor mark the path where you must move a green colored block. Pull the block out 10 slides, face the only other side of the block and push it 12 paces, now walk through and around the hole where the block

was and push the block 6 more paces until it slips into place. After you've placed the green block in its cove, you must repeat this puzzle with a red colored block. Climb a ladder behind the green block's original position and walk around until you spot the red block. Push this block 12 paces forward. Climb back down the ladder, head for the green block and use it to climb to a

higher ledge. The red block should be directly to Link's right. Pushing the block 10 paces forward will make it touch the wall. Complete the puzzle as we've illustrated.

Swing around the right corner, climbing the ladder. Kill the two Bubbles and enter the locked door. Try not to hurl as you walk through the winding corridor! The room beyond the corridor hides Wall Masters. These little buggers will attempt to snatch Link from above, teleporting him outside the temple. Be quick—hop from the central platform to the next and unlock the door. Follow the stairs leading to the next door. Inside a cylindrical room, Link will need to kill three Stalfos...er, again. Destroying the first will cause a platform to descend from above. Defeating the two remaining Stalfos will produce a treasure chest with the Fairy Bow inside. Now that you have the Fairy Bow, you can take out the ghost that's hiding in the stairs of the previous room. Shoot an arrow into each painting of the ghost, Joelle. Doing so will force her to show herself. Go



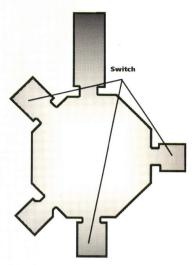


downstairs to the room just before the Fairy Bow room. To defeat Joelle you must attack her when she is visible. Two or three hopping slashes with the

Biggoron Sword will do her in. She will give Link a small key.

Now return to the room with the silver eye-switch. Shoot an arrow at the sealed eye; the twist corridor will be straightened. Enter the room with the Wall Master, collect the Boss Key and jump in the hole. Defeat two Bubbles in the room and enter the next door. Defeat a Deku Baba in the courtyard.

There are two doors after the Baba. Enter the one to the right. Defeat the Wall Master to earn a small key. Exit this room and use the door to the right to return to the silver eyeswitch room. Shoot the switch again. The corridor is now twisty again. Enter the Fairy Bow room and proceed to the next room. This area looks almost identical to the area where you fought Joelle. Repeat the puzzle (shoot three pictures, then slash the ghost when she becomes visible) to defeat Joelle's sister, Beth. She will leave Link with the temple Compass. Go up the two sets of stairs and enter the locked door. Climb up the ladder to the right in the M.C. Escher-inspired room (watch out for Wall Masters). Defeat two green Bubbles in the next corridor and enter the locked door. Jump on one of the rotating platforms. To unlock this switch, you will need to shoot an arrow through the fire and on to the frozen switch. Exit the room; the corridor will be twisted. Walk back to last room with the Wall Masters and jump into the hole in the floor.



The next area is a long checkered corridor with a falling ceiling. You'll have to go from opening to opening as the ceiling falls. Watch out for the Skulltulas. Be sure to step on the yellow switch to open the door ahead. Fire an arrow into Amy's painting to begin the next puzzle. Link will be given one minute to recreate the painting using the blocks which fall from above. When you've completed this puzzle, you'll have to fight Amy just like you did her sisters. Entering the next door will lead you to the main hall. Here Link will battle the last Poe, Meg. She won't be as easy as her sisters. Meg will split into four ghosts. Navi will be a big help here; she will find the real ghost. Meg spins around; use your Fairy Bow to nail her. Repeat this pattern five times. After you've given Meg her walking papers, an elevator will appear. Hop on. The next room is your last puzzle before the boss. Facing the boss chamber, push the large block to Link's left counter-clockwise once. Step on the switch. Exit the room and push the block to your right one more time counter-clockwise; the block should be blocking the boss chamber before you move it. Step on the next switch. Now exit the switch room and push the block to Link's right twice counter-clockwise. Step on the switch. The boss chamber should now be accessible.



Evil Spirit from Beyond: Phantom Ganon

Phantom Ganon is the first boss that may give you some trouble. Hopefully you had enough foresight

to pick up the Biggoron Sword; it'll make your job a lot easier. Phantom Ganon begins his attack by riding horseback out of the paintings in this circular room. One of the two horsemen is a mirage. You'll have to be quick and use your Fairy Bow to deal with this menace. After three shots from your Fairy Bow, Ganon will fight without his horse. The ghost will float around









and fire magical bolts at Link. Repel the shots with your sword until you've made contact. When the phantom hunches over from his own magic, use the powerful hopping slash to hit him hard. Phantom Ganon will once again fly around. Repel his magical shot until it makes another successful hit. Quickly rush to Ganon and perform two consecutive hopping slashes. He should be done for. Collect the Heart Container and walk towards the light.

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Japan Report

As Crash Bandicoot: Warped TV commercials bombarded us here in the U.S. this past Winter (what's up with the guy's head sticking out of Crash's teeth?), Japan also got its share of wacky TV spots featuring our favorite orange guy. In one of these com-

mercials, Crash is portrayed as a mysterious creature like Bigfoot or the Loch Ness Monster. Let's take a look:







ered in the streets of Cairo, Egypt. A scientist claims that the bite marks are nothing like those of any human or animal he's ever seen!







A diver in Liverpool, England claims to have seen Crash and points him out in an animal encyclopedia. He proceeds to demonstrate Crash's swimming pattern to an intrigued British journalist.





A studio re-enactment demonstrates claim by a Chinese woman in rural Beijing that she tried to capture Crash but instead ended up grabbing a piece of his fur.





He's truly an international man of mystery!



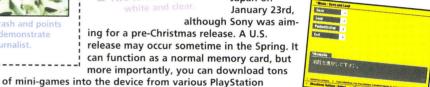
games. That way, you can take your favorite PlayStation character anywhere you go! So what games can you play

on it, you ask? Here's a look at some of the titles:

Anytime, Anywhere

We first introduced Sony's palm-sized device to you back in last May's installment of Japan Report. Since then, the unit has been named PocketStation and several games have been introduced. The

PocketStation finally became available in Japan on



Anatole Brown

one in Ridge Racer Type 4.

Crash Bandicoot: Warped





Monster Rancher 2





Street Fighter Alpha 3





Neo·Geo Pocket The nifty Neo•Geo

Pocket, which we featured in Cool Zone back in October '98, was given the Best Design Award for 1998 at the annual Japan

Mechanical Design Competition. Its hip design and wide-spread



There are so many colors to choose from! Carbon Black is the most popular and hardest to get.

appeal made this little machine an obvious choice among voters. The Neo•Geo Pocket comes in eight different colors: Carbon Black, Platinum White, Platinum Blue, Platinum Silver, Maple Blue, Camouflage Brown, Camouflage Blue and Crystal White. The available games are mostly SNK games like King of Fighters R-1, but Midway has also signed on with news that Mortal Kombat and NFL Blitz should be on the way! An announcement for a U.S. release

should be coming shortly, so











TIPS & TRICKS

hang in there!











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March - Samurai Shodown III: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution. Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors. Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG. Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter Il Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

____ 1997____

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosau Hunter (part 2), Die Hard Arcade, Vandal Hearts-Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour

July - Tekken 3: Super GT, Broken Helix, War Gods-Plus FREE Kerri Hoskins War Gods Pinup

August SOLD OUT! House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79,

Multi Racing Championship, Oddworld: Abe's Oddyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

----- 1998 -----

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup









Subtotal





BCK299

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We feel so loved, what with Valentine's Day approaching and all. We feel even more loved when we get goodies so make you, the reader, drool with delight, then trip over your own two feet while running down

Cool Zone

"Devil Man, Devil Man!"
Made of multi-colored transparent
plastic, this 5" tall Devilman statue
is da bomb! Anatole picked one up
during his stay in Tokyo last
October. The Devilman character
has been a staple in Japan's
anime scene for many, many
years. Check your local import
shops; you might be able to
track one down!

to the local toy store

to get your own! This

month's high point

has to be McFarlane

Toys' super-detailed

Metal Gear Solid action figure line! Check it out, bay-bee!

for instance; they're based on a super popular game show in Japan. Forget Wheel of Fortune, man! Ira Ira Bou (translates to "Irritating Stick") is a riot! The show features a huge, maze-like contraption made of metal. Contestants attempt to guide a metal rod through complex structures for a chance to win ¥1,000,000 (roughly \$100,000, U.S. currency.) If a contestant screws up and touches any part of the maze whatsoever, sparks fly and they get "shocked"! This game show concept is entirely insane and we'd kill to see it come to the U.S. These official Ira Ira Bou mini-keychain games by Takara are scaled-down, battery-operated versions of actual maze segments from the television show, giving people an opportunity to play along at home or on the go! If this sounds like fun (and believe us, it is), we recommend you check all

local import shops in your area until you

find one of these; it's worth the effort. In

the meantime, check out Jason's strategy guide for Irritating Stick for the PlaySta-

tion next issue; it's a new game from

TV craze!

Jaleco that's based on this wacky new

Whoa! Sometimes we

just never know what's gonna land on our desks in the morning! Take these nutty little key chain games,

Here's a stuffed Nekobus from the animated movie My Neighbor, Totoro. This was yet another amazing import-only item which Anatole snagged on his trip to Tokyo. Not to get all "wussy" on you, but this has to be one of the cutest things we've seen in months!





Solid Snake 6 %"

Comes with SOCOM pistol with laser sight and removable silencer, bull pump rifle, shoulder fired Stinger missile launcher with missile, night vision goggles, gas mask and C-4 explosive charge, Liquid Snake 6 %"

與物理人物理學

Comes with SOCOM pistol, bull pump rifle, night vision goggles and base. Meryl Silverburgh 6 %"

Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.



Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.

METALGEAR
ACTION FIGURES!

Last year, the creator of the Metal Gear series of games by Konami, Hideo Kojima, stated that the only way he would approve of a Metal Gear Solid action figure line was if they were produced by McFarlane Toys. Apparently, Mr. Kojima believes in going top quality, all the way. Highly detailed with tender loving care, these MGS figures will have kids of all ages beating each other down in aisle seven just to get one, come February (we recommend using stealth tactics while moving through the toy department!) The manufacturer's suggested retail price for each figure is a ridiculously-low \$5.99, so you'd better get your butt in (ahem) gear and grab some before they're all gone!

Cool Zone!

has had a strange, insatiable fascina-

has not a strange, insatiable rascina-tion with poop at one time or another. Now they can have their very own poop toys! Unchi-Ch means own Japanese. Holy...! These

poop in Japanese, nois... mese little rubber poop characters are

funny as all get-out.

Import only.

Sweet Jooth (

THE SHIP

November 1998

to satisfy your

reetlooth until

Every kid on the planet

989 Studios sent us this top-shelf, stainless steel

Twisted Metal III ice cream scoop. Ol' Sweet Tooth would be proud! All

together, now: "Aw-www..."

The KISS Army marches on, thanks to McFarlane Toys! Each of these new figures comes with its own personalized, chrome-plated stand. Hey, we bet the new version of Peter Criss will sell a heck of a lot

better than the previous ones have; he's got a cool 5-piece drum set! Available in February.

Sniper Wolf 6 1/8" Comes with sniper rifle, base and wolf accessory (not shown).

Representatives at Access

Communications—Sega's

enough to send Jim and

Tyrone killer Dreamcast

P.R. firm-were kind

watches. Each watch

came in a snazzy alu-

minum canister.

Thanks, Access

and Sega! You

SEG

Look! A funny little kitty key

chain! Wheee!! Import only.

guys rock!

Psycho Mantis 6 %"

These little glow-in-the-dark buttons from the

Fall '98 Tokyo Game Show in Japan are mildly

Densha De Go! and Beat Mania: Two

Dreamcast

import PlayStation games we

amusing. For a laugh, we turned out the lights in

the main office and threw them at Tyrone.

just can't get enough of!

The awesome special

controllers—the train

control box and the

"DJ-style" control

deck-make these two great games even better! We wish Taito and Konami would release these two wonderfully innovative games here in America. Saddam is more likely to record a music video for MTV, though, I'm afraid.

Comes with urn, gas mask, energy ball and bust on pedestal.

Vulcan Raven 7 1/4"

Comes with 20mm Gatling gun, backpack with ammo belt and base.

Ninja 6 %"

Comes with two interchangeable arms (one normal arm, one rifle arm), two interchangeable heads (one with helmet open and one closed) and tube connecting sword to backpack.

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Officially licensed by the Fédération Internationale de l'Automobile (FIA) « All 16 international courses, and all 11 teams from the 1998 Formula 1 World Championship season including McLaren and Ferrari « Multi-player mode: 1-4 player (split screen



and link cable) with 10 cars on the track * New racing simulation engine with a representative physics model * All new features include G-force driver head movements, animated pit stops, race replays, and more.

